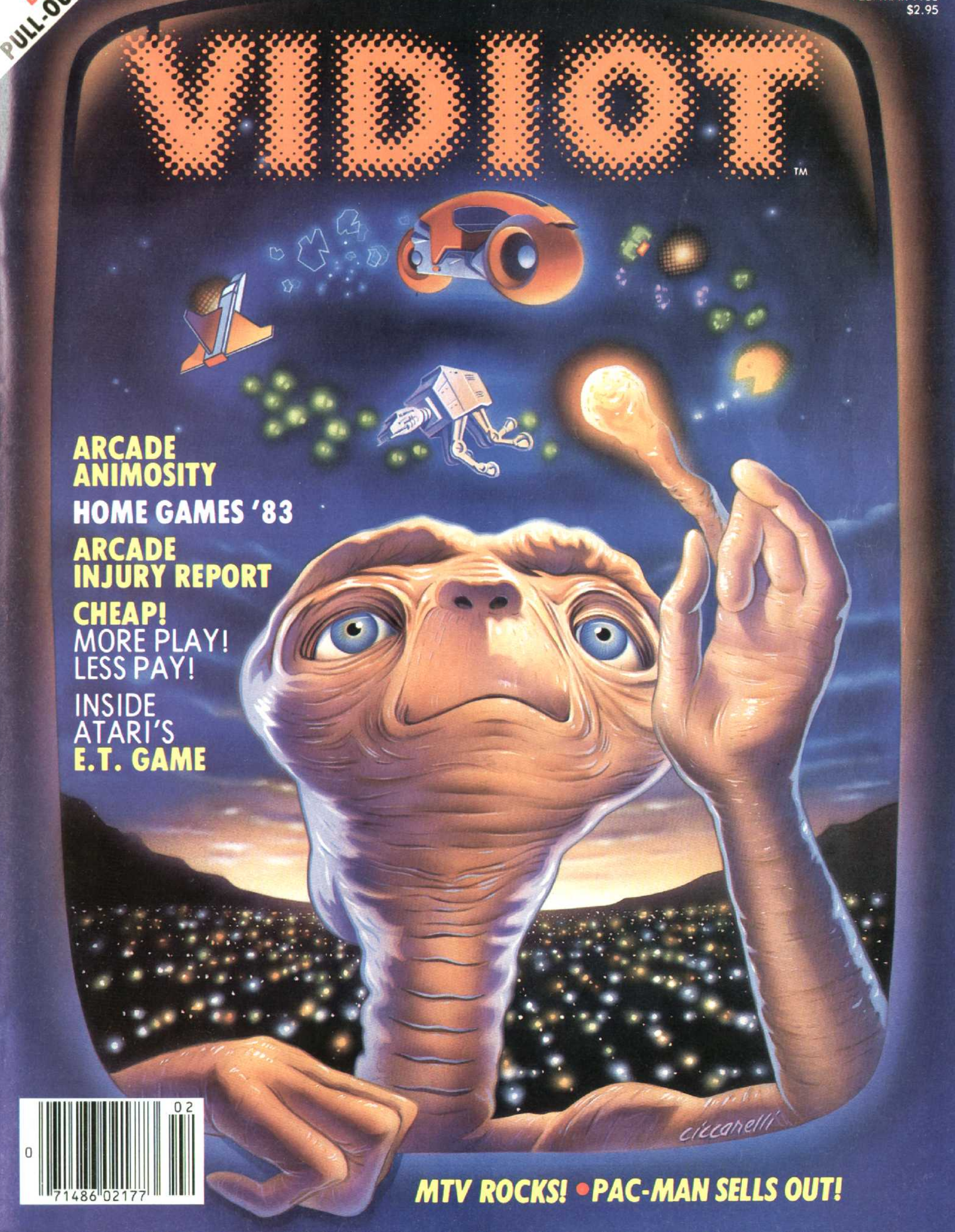
BONUS! PULL-OUT POSTER

THE MAGAZINE OF VIDEO LUNACY!

creem PUBLICATIONS
FEB/MAR 1983
$2.95

VIDIOT™



ARCADE ANIMOSITY

HOME GAMES '83

ARCADE INJURY REPORT

CHEAP!
MORE PLAY!
LESS PAY!

INSIDE
ATARI'S
E.T. GAME

MTV ROCKS! • PAC-MAN SELLS OUT!

VENTURE
Hyperball
America's Only Rock 'n' Roll Magazine
CREEM

PLUG IN

Welcome to the world of Vidiocy.

Are you plugged in? Are you prepared to give your life if you fail in your mission?

You're *not?*

Good going, pal. Only a *dope* would believe that kind of stuff. VIDIOT is here to tell you there's an electronic world out there waiting to be explored and we just want to be your guide. Anything *else* and we'd be talking too much. So take a look, and tell us what you think.

Are you a VIDIOT?

We are. Know what we mean?

photo by Larry Kaplan

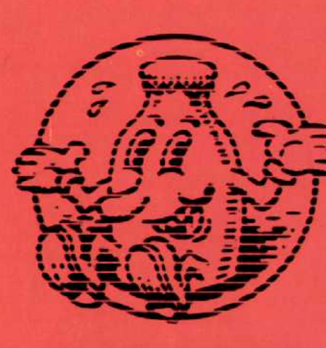
THE WORLD WE KNOW HAS SPAWNED ANOTHER WORLD.
A PARALLEL WORLD OF ENERGY AND LIGHT,
A WORLD WHERE VIDEO GAME BATTLES ARE REAL.

TRON

© MCMLXXXII Walt Disney Productions

ENTER THE WORLD OF TRON, THE VIDEO GAME FROM BALLY/MIDWAY, BASED ON THE FUTURISTIC ADVENTURE MOTION PICTURE FROM WALT DISNEY PRODUCTIONS.

Bally/MIDWAY™



STAFF

EDITOR
DAVE DiMARTINO
ASSISTANT EDITOR
RICK JOHNSON
EDITORIAL ASSISTANCE
SUSAN WHITALL
BILL HOLDSHIP

ART & PHOTO DIRECTOR
CHARLES AURINGER
ASSOCIATE ART DIRECTOR/PRODUCTION MANAGER
GINNY CARTMELL
ASSOCIATE ART DIRECTOR
KATHY KELLEY
ART STAFF
BARBARA GLYNN CUSICK, GARY GRIMSHAW

PHOTOGRAPHER
LARRY KAPLAN
CONTRIBUTING PHOTOGRAPHERS
OMAR NEWMAN, MICHAEL N. MARKS, THOMAS WESCHLER, LYNN GOLDSMITH, STARFILE
CONTRIBUTING ARTISTS
GLENN BARR, AL BRANDTNER, ROB CHRISTENSEN, GARY CICCARELLI

PUBLISHER
CONNIE KRAMER
ASSOCIATE PUBLISHER
HARVEY ZUPPKE

PROMOTION CONSULTANT
LARRY BENJAMIN
PUBLICITY CONSULTANT
MICHAEL N. MARKS
CONSUMER ELECTRONIC DIRECTOR
RICHARD ROBINSON
COMPTROLLER
AMIRA SKOCZYLAS
CIRCULATION DIRECTOR
RICHARD SIEGEL
SUBSCRIPTION MANAGER
JACK KRONK
OFFICE STAFF
JOHN GRENZENBACH, TARA SCIMEMI

ADVERTISING DIRECTOR
HARVEY ZUPPKE
ADVERTISING SALES
MICHAEL MORGAN
ADVERTISING COORDINATOR
OFFICE MANAGER
LINDA ST. JEAN

EXECUTIVE AND EDITORIAL OFFICES
187 SOUTH WOODWARD AVENUE
BIRMINGHAM, MI 48011
(313) 642-8833
WEST COAST PUBLISHER'S REPRESENTATIVE
JAY EISENBERG
6855 SANTA MONICA BLVD., SUITE 200
LOS ANGELES, CA 90038
(212) 467-2266

CREEM MAGAZINE INCORPORATED
PRESIDENT: **CONNIE KRAMER**
TREASURER: **RICHARD SIEGEL**
SECRETARY: **CHARLES AURINGER**
BOY HOWDY! CHAIRMAN

SPECIAL THANKS FOR HELP ON THIS ISSUE TO:
THE RIALTO; CATHY PITTON/J.L. HUDSON CO.; NEW YORK VIDEO WORLD; PAM LEWIS; TASHA HI TECH; MARK McVITTIO; D.D. DELIGHTFUL; JERRY KAPLAN; LORI MITCHELL; JEFF GREER; NANCY CURTIS; VIDEO ALTERNATIVES; PUTT N GAMES, FARMINGTON HILLS; CONTINENTAL WATCH & JEWELRY SHOP; BOB GAN/S&H AMUSEMENTS; HANK HEISER OF BALLY MIDWAY/MIDWEST; DIANA ZUPPKE/COMPUTER HORIZON; BILL KNIGHT.

VIDIOT™

CONTENTS

VOL. 1
NO. 2

FEB/MAR
1983

FEATURES

MICK RONSON IS A *VIDIOT* 6
THE ROCKETS ARE *VIDIOTS!* 11
LOOK OUT FOR THE CHEATER:
Video Gaming Without Scruples *by P. Gregory Springer* 13
WHAT'S ROUND & YELLOW & LAUGHS ALL THE WAY TO THE BANK?
Pac-Man Merchandise *by Rick Johnson* 20
***VIDIOT* OF THE MONTH: DAVID JOHANSEN** 24
ARCADE ACTION: THE TOP 10 ARCADE GAMES
1) Joust, 2) Jungle King, 3) Donkey Kong Junior, 4) Moon Patrol, 5) Tutankham, 6) Tron, 7) Ms. Pac-Man, 8) Galaga, 9) Turbo, 10) Dig Dug *by P. Gregory Springer* 30
ARCADE ACTION CLOSE-UP: PENGO *by P. Gregory Springer* 30
VIDIOT'S E.T. PULL-OUT POSTER 32
VIDIOT'S CONSUMER GUIDE TO HOME GAMES
Atari's 2600 and 5200 systems, Colecovision and Intellivision—Where They're At *by Annene Kaye with Simon Fellowes and Steve Kenyon* 34
E.T. PHONES HOME FOR THE HOLIDAYS
Inside Atari's E.T. Game *by Kevin Christopher* 41
ARCADE INJURIES: A PICTORIAL
Ze Doktor Vill See You Now, Ya! 44
HUNKA HUNKA FLYING SHARDS OF GLASS
Offing The Tube *by J. Kordosh* 46
ROCK VIDIOCY: FORCED TO WATCH MTV!
Vidclips by Peter Gabriel, Billy Joel, Thomas Dolby, Adam Ant, Psychedelic Furs, and more *by Dave DiMartino* 52
WHY I HATE ARCADES
One Man's Opinion *by John Richardson* 59

DEPARTMENTS

LETTERS FROM VIDIOTS 7
VIDIOTS IN THE NEWS 8
SOFTWARE/HARDWARE *by Richard Robinson* 16
EYE/HAND: WHAT'S NEW FOR VIDIOTS?
Pitfall, Riddle Of The Sphinx, B-17 Bomber, Beany Bopper, Megamania, Demons To Diamonds reviewed & more! 48
CAPT. VIDIOT: Questions & Answers 57

Cover Illustrations & Centerfold Poster by Gary Ciccarelli

CREEM Publications—VIDIOT is published bi-monthly by CREEM Magazine, Inc., 187 S. Woodward, Birmingham, MI 48011. Telephone: (313) 642-8833. Address all subscription, back issue and reader correspondence to P.O. Box P-1064, Birmingham, MI 48012. Single copy price—$2.95. Six issue subscription price—Surface mail: U.S. & Possessions—$12.00. All other countries—$14.00.

Our editors cannot assume responsibility for contributions sent on speculation. A stamped, self-addressed envelope must be included with editorial contributions to facilitate their return.

Distribution: Curtis Circulation Co., West Caldwell, NJ 07006, record retailers, jobbers and all other stores not normally serviced by magazine wholesalers contact Linda St. Jean at CREEM. **Advertising:** National Advertising Inquiries—Linda St. Jean (313) 642-8833.

©Copyright 1982 CREEM Magazine, Inc., All rights reserved. No part of this magazine may be reproduced in any form or by any means, electronic or mechanical, including photocopying, recording or by any information storage or retrieval system without permission in writing from the publisher. "VIDIOT" is a trademark of CREEM Magazine, Inc. CREEM, Boy Howdy! and symbols ®Registered U.S. Patent Office. PRINTED IN U.S.A.

SUBSCRIBE NOW TO THE MAGAZINE OF VIDEO LUNACY!

GET VIDIOT FEVER & SAVE!

Calling all vidiots! Calling all vidiots! How'd you like to score the next six issues of VIDIOT—the new bi-monthly magazine of video lunacy—for only $12.00? Yep, we said $12.00!! That's a saving of over one-third off the newsstand price, meaning that you'll have four extra quarters a month to pump into Pac-Man, Donkey Kong or your favorite video games!! So, c'mon, don't be an idiot! Become a vidiot by filling in the handy coupon below and sending us a check or money order for your own copy of VIDIOT every other month. You'll be delighted you did each and every time you hear that extra eight bits jingling in your pocket!! *Subscribe today!!*

DEFENDER
TEMPEST
MISSILE COMMAND
ZAXXON
PAC-MAN
SPACE INVADERS
GORF
TRON
CENTIPEDE
DONKEY KONG
GALAXIANS
ASTEROIDS
FROGGER
CICCARELLI

GET VIDIOT FOR ONLY 8 QUARTERS!

☐ SEND ME VIDIOT FOR 6 ISSUES. I HAVE ENCLOSED $12.00. ☐ Foreign Rate $14.00 (everywhere outside the U.S. and possessions) Enclose check or money order and send to: **VIDIOT** SUB DEPT., P.O. Box P-1064, Birmingham, Michigan 48012

Name ____
Address ____
City ____
State ____
Zip ____

506

MICK RONSON IS A *VIDIOT!*

Extraordinary guitarist Mick Ronson has played with both Bob Dylan and David Bowie, the pop culture icons of the '60s and '70s, respectively. Not wanting to lose any of his momentum, Mick plays here with one of the pop culture icons of the '80s!

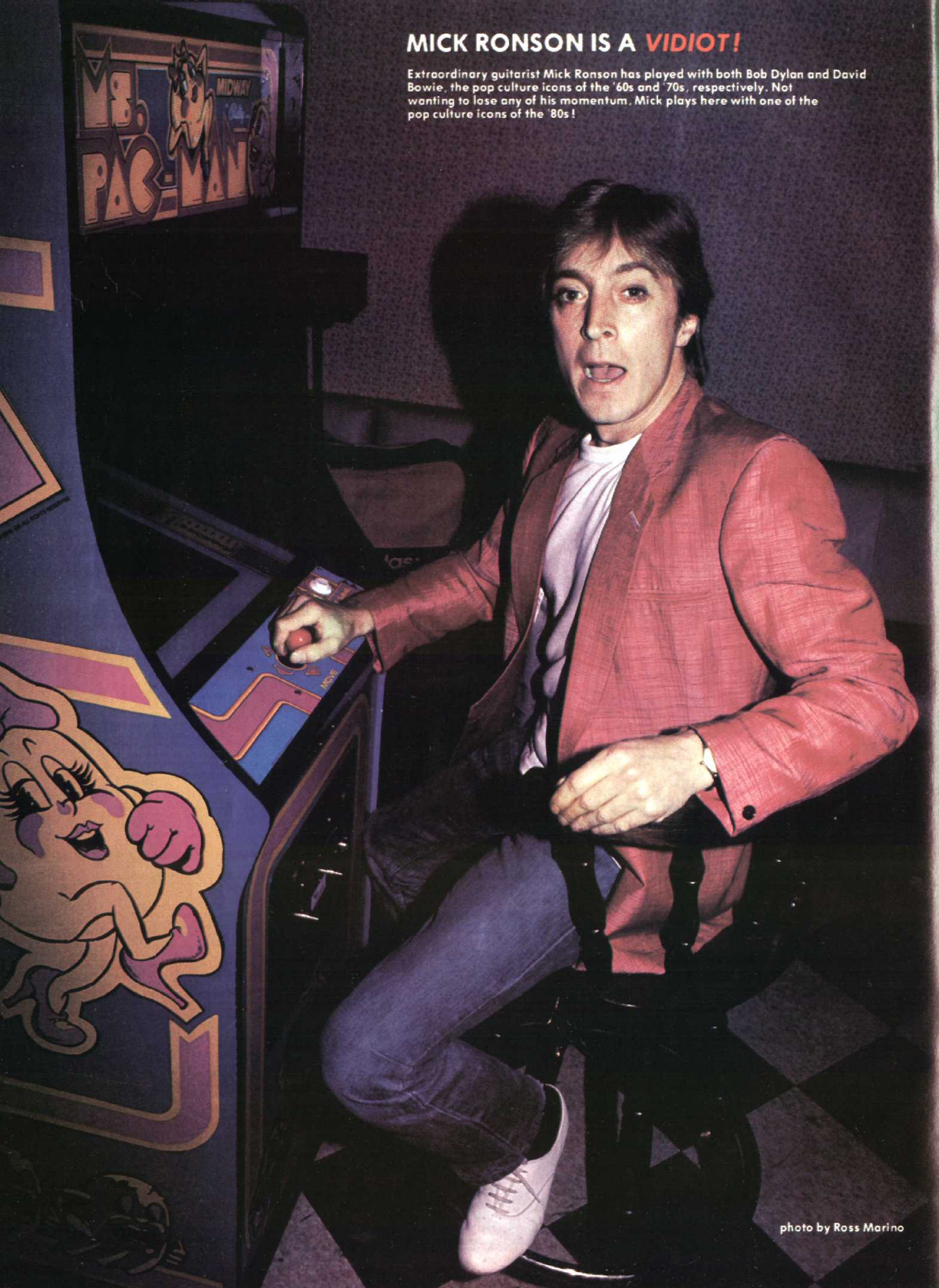


photo by Ross Marino

Letters from VIDIOTS!

PLUG INTO THE VIDIOT CULTURE

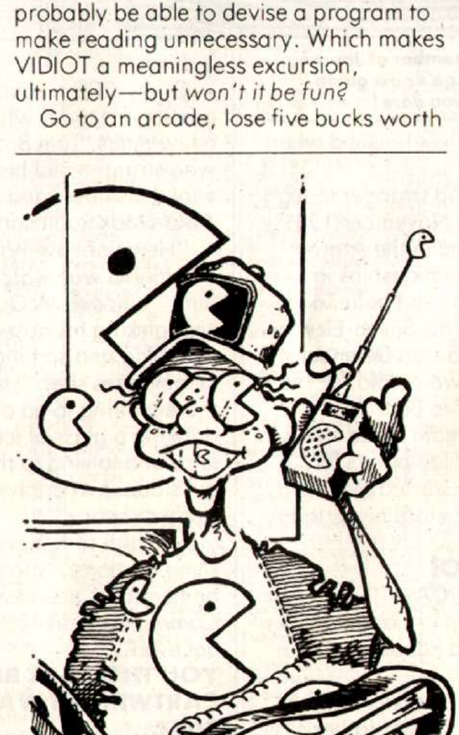
Please address correspondence to:
LETTERS FROM VIDIOTS
P.O. Box P-1064
Birmingham, MI 48012

This may be VIDIOT's letters page, but we don't have any letters yet—which makes this a perfect opportunity to let you in on what VIDIOT is all about.

First of all, let's get one thing straight: we're new, and we're trying to put our finger on something we know is out there. It's young, it's obviously fun, and it's mystifying as hell to those who aren't plugged into it—but what it *is*, we can't put a name to. Yet.

VIDIOT knows there's a revolutionary force out there now that's as powerful to the "youth culture" as barebones rock 'n' roll was to the same back in the '60s. The New Technology: it's electronic, it's cheaper every day, and its symptoms include Sony Walkmans, home videogames, MTV, cable TV, home computers, disposable LED clocks you throw away when they lose power or don't *ever* have to throw away because they're run by solar power...and haven't things *changed* awfully fast? VIDIOT realizes the New Technology is bringing people together in the unlikeliest places and, at the same time, keeping them further apart than ever. Ever walk in downtown Manhattan during lunch hour? Hundreds of people bumping into each other, oblivious to everything but what they hear coming out of their own tiny headphones, living in their own tiny world and apparently not missing a thing.

VIDIOT does not worship at the Church Of The New Technology but instead will document its unravelling. In *Wild In The Streets*, '60s kids were brandishing their don't-trust-anyone-over-30 slogans as if they were Meaningful Ways Of Existence; now all those kids are over or approaching 30 and the tables are turned. The cliche is that parents couldn't help kids with "new math" in the '60s and they *certainly* can't help Johnny construct his own computer program in the '80s. If Johnny can't read, he'll probably be able to devise a program to make reading unnecessary. Which makes VIDIOT a meaningless excursion, ultimately—but *won't it be fun?*



Go to an arcade, lose five bucks worth of quarters until you've learned Donkey Kong Junior, get bored with it until the designers make a new game even *more* interesting, and continue the cycle. Those who really know their stuff might go on to design their *own* arcade game later and continue stumping future champs, who'll do likewise. The Home Game explosion—responsible for this mag, among other things, and every single commercial you've seen in the last month or two—is bringing such a competition to fore that Coleco/Atari/Mattel and everybody else out there may soon render the arcade totally obsolete. If enough people want the software, they'll make home systems so sophisticated you won't *need* to go arcading to be challenged.

Those frightened adults who see their children's brains evaporating like so much electronic mush are ignoring the fact that, for a quarter and a few minutes of their time, their children's lives won't be *boring*—their motor skills will be honed, their stimulus/response systems strengthened to new thresholds. While adults fret about where their children put their quarters, they buy new video recorders to escape the boring wasteland network television has become and continue the electronic cycle at a higher level. Adult and child alike "plug in," yet only the child *participates*.

What would *you* like to see in VIDIOT? Why did you pick this magazine up in the first place? Did you like the cover? You think there's anything *to* all this stuff, or what? One of the reasons these words are here is to invite as many responses as possible from all of our readership—what kind of lifestyle do *you* lead?

Do You:
1) Play arcade games?
2) Play home games?
3) Like music?
4) Watch MTV?
5) Design computer programs?
6) Go to Harvard?
7) Come from Lincoln, Nebraska?

We need to get a finer tuning on the plugged-in ones. We call this magazine VIDIOT not only because it's catchy but because it implies a commitment to the New Technology *and* leaves room for the Essential Stupidity Of It All. If the *Communist Mutants From Outer Space* home game didn't exist, we probably wouldn't either. Think about it.

We here at VIDIOT want to make this magazine exactly what *you* want—basically so you'll buy a bundle of 'em, tell your friends to do likewise and eventually make us so rich we won't have to work here anymore. It makes sense to us, so why shouldn't it to *you?*

Please write, OK?

—The Editors

VIDIOTS IN THE NEWS

Become a member of Journey with Data Age's new game Escape—if you *dare!*

NO ESCAPING ESCAPE

CAMPBELL, CA—The world's first rock 'n' roll video game, featuring the members of Journey, ships on Jan.1, '83.

Name of the game is Journey's Escape. It goes something like this: You, the player, gets to be one of the guys in the group. Sorry, but somebody *has* to be the duck. To get the big points, the musicianly blip has eight minutes to go from concert stage to a scarab limo parked nearby.

The catch? First, you have to navigate a mass of groupies, promo flaks, promoters, roadies, paternity lawyers and even some plain-old fans to reach the Escape. We can't wait to see a teeny-weeny electronic groupie. A big red 0, right?

Snatches of two popular Journey tracks, "Escape" and "Don't Stop Believing," are also included to open and close the contest. So you Journey fans will want the game to be over with, *pronto*.

SAME TIME, NEXT YEAR

DALLAS—Ben Gold may have set a new arcade record. Playing in Dallas's Provideo Game Center, the 10th grader began a game of Stargate at the age of 15 and—unbelievably—finished when he was 16!

Gold is no stranger to high gaming; in November 1981, he competed in the Atari World Championships in Chicago on Centipede, and, in April, in the Seven-Eleven Quarterfinals on Defender. Pac-Man, we're told, is "no challenge" to Ben.

The Stargate spree raked in over 40 million points for Gold, who started playing a few hours before his birthday.

Get it?

YOO HOO!

SAN JOSE, CA—"I just stumbled on it!" admits 25-year-old Randee McQueen.

Seems the young woman, who works for her father's telecommunications company in San Jose, was switching from satellite to satellite and suddenly caught...*vain newscasters!*

Howzat? Randee found a random, private satellite line that the networks routinely keep open as they prepare their nightly news, and saw the network faves preening, primping and essentially *doing things they wouldn't do in public!*

Guilty so far, says Randee, are Roger Mudd, who mugged a few times, Tom Brokaw, who straightened his tie and wiped his nose, and her fave, ABC's Max Robinson.

"He must have had a cold one night I was watching him," quipped McQueen, "He kept picking his nose and coughing and spitting." Summarizes she: "He just sits there waiting to go on, drinking a glass of iced V-8 juice and talking to the camera guys about where he buys his clothes cheap."

No truth to rumors that *60 Minutes* plans a special report on her dad's *previous Communist activities* "just to get even"!

YOU THOUGHT BEN CARTWRIGHT WAS RICH...

NEW YORK—It's every slovenly vidiot's dream-come-true: to receive royalties for some game while sipping Perrier and lime and watching another *Bonanza* re-run. Now Magnavox has one-upped that fantasy, Hoss.

Magnavox has filed suit against Mattel, claiming that the patent on the original computer video games is Magnavox's—to license to the highest bidder.

That patent—which covers any circuit that controls a moving blip on a TV screen—was first issued to a defense contractor in the late '60s. Magnavox purchased that patent and has already convinced some courts that it applies to all the old *Pong*-type games.

In a bid to get royalties from every video game played and sold in the world, Magnavox has set its legal sights on one of the top three video manufacturers on the planet. Magnavox claims they own the rights to Intellivision.

George Plimpton is holding all calls.

PORN SI, VIDEO NO

NEW YORK—Sex shows are OK, but videogames aren't, or so sez New York Supreme Court Justice Thomas Galligan.

The case of the city vs. the owners of 50 local peep shows and video arcades was no landmark, let's hope. Prosecution claimed the peepers and bleepers violated zoning laws by attracting too much traffic, vehicular and otherwise. Judge Galligan said the sex shows were protected by everybody's pal, the First Amendment. Not so for the arcades, however, which are considered mere business.

Said defense attorney Sheldon Gamhy, "A teenager can't play Pac-Man, but he can watch dirty movies." Not such a bad consolation, we guess.

WATCH OUT, SUPERBOWL!!

NEW YORK—As if baseball commissioner Bowie Kuhn didn't have enough problems with looking for a new job and all, he's taking video games to task—and to court—for trademark infringement.

Before the 1982 World Series was even a memory, Major League Baseball brought suit against a California company to block their merchandising a home video game titled "World Series," and is involved in

VIDEOLIVERY

XMAS SALE!

Prices Good
Through 12-31-81

OUR PRICES CAN'T BE BEAT!

Atari

Master Component	**129.86**
ET (Dec.)	34.86
Combat	18.86
Air-Sea Battle	18.86
Space War	10.86
Outlaw	18.86
Slot Racers	10.86
Canyon Racers	18.86
Super Breakout	25.86
Defender	29.86
Warlords	25.86
Indy 500 (w/controllers)	34.86
Street Racer	10.86
Adventure	25.86
Diamonds to Demons	21.86
Pele's Soccer	10.86
Backgammon	21.86
3-D Tic Tac Toe	10.86
Video Olympics	18.86
Breakout	18.86
Home Run	10.86
Basketball	10.86
Football	10.86
Human Cannonball	10.86
Bowling	10.86
Sky Diver	10.86
Circus Atari	21.85
Superman	25.86
Space Invaders	25.86
Night Driver	21.86
Golf	10.86
Maze Craze	21.86
Video Checkers	10.86
Dodge'em	18.86
Missile Command	25.86
Othello	10.86
Fox Bat (Dec.)	29.86
Surround	10.86
Game of Concentration	18.86
Codebreaker	18.86
Video Chess	21.86
PacMan	29.86
Video Pinball	29.86
Asteroids	37.95
Berserk	31.95
Casino	18.86
Haunted House	21.86
Yar's Revenge	25.86
Earthworld (Nov.)	29.86
Fireworld (Nov.)	29.86
Airworld (Dec.)	29.86
Waterworld (Dec.)	29.86
Math Grand Prix	18.86
Star Raiders	29.86
Hangman	18.86
Brain Games	10.86
Street Racer	10.86
Baseball	29.86
Volleyball	29.86
Frog Pond	29.86
Phoenix (Dec.)	37.95
Vanguard (Dec.)	37.95
Raiders of the Lost Ark (Dec.)	29.86
Realsports (Dec.)	29.95

Accessories

Le Stick	**39.95**
Driving Controller Pair	21.95
Paddle Controller Pair	21.95
Keyboard Controller Pair	21.95
Joystick Controller Single	10.95
AC Adapter	9.95
Switch Box	9.95
Atari Game Program Case	9.95
Atari Modular Cartridge Library	14.95
Atari Game Center	39.95

Atari Home Computers

Specify cassette or disk when ordering.

Atari 400	**269.86**
Atari 800	**649.86**
Program Recorder	83.86
Disk Drive	499.86
40-Col. Impact Printer	286.86
40-Col. Thermal Printer	286.86
80-Col. Impact Printer	668.86
Acoustic Modem	168.86
Interface Module	185.86
Numerical Keypad	109.86
Memory Module	90.86
Paddle Controller Pair	21.86
Joystick Controller Single	10.86

Education Programs

Speed Reading	61.86
Biorhythm	12.86
Conversational French	48.86
Conversational German	48.86
Conversational Italian	48.86
Conversational Spanish	48.86
Energy Czar	12.86
Euro. Countries & Capitals	12.86
Hangman	12.86
Invitation to Programming	20.86
Invit. to Programming 2	24.86
Invit. to Programming 3	24.86
Juggles House	t.b.a.
Juggles Rainbow	t.b.a.
Kingdom	12.86
Music Composer	34.86
My First Alphabet	28.86
Scram	20.86
States & Capitals	12.86
Touch Typing	20.86

General Programs

Word Processor	122.86
Bond Analysis	20.86
The Bookkeeper	122.86
Graph It	16.86
The Home Filing Manager	40.86
Mailing List	20.86
Mortgage & Loan Analysis	16.86
Personal Fin. Management	t.b.a.
Statistics 1	16.86
Stock Analysis	20.86
Stock Charting	24.86
TeleLink I	24.86
TeleLink II	t.b.a.
Cubbyholes	17.86
Letterman	17.86
Mapware	17.86
Number Blast	12.86
Starware	17.86
Video Math Flashcards	12.86
Wordmaker	17.86
Bowler's Database	12.86
Data Management System	17.86
Family Budget	17.86
Family Cash Flow	17.86
Family Vehicle Maint.	17.86
Recipe Search n' Save	17.86
Weekly Planner	17.86
Advanced Music System	23.86
Banner Generator	12.86
Keyboard Organ	17.86

Kits and Assortments

The Educator Kit	136.86
The Programmer Kit	59.86
The Communicator Kit	358.86
The Communicator Kit II	t.b.a.
The Entertainer Kit	76.86
The Home Manager Kit	t.b.a.
The Bookkeeper Kit	203.86
Personal Interest Asmt.	845.86
Educator Assortment	1016.86
Entertainment Asmt.	979.86

Entertainment Programs

Astrology	17.86
Attank!	17.86
Avalanche	17.86
Babel	17.86
Blackjack Casino	12.86
Blockbuster	12.86
Dog Daze	17.86
Domination	17.86
Downhill	17.86
Eastern Front (1941)	23.86
Graphics/Sound Demo	12.86
Outlaw/Howitzer	17.86
Reversi II	17.86
Salmon Run	17.86
Seven Card Stud	12.86
Solitaire	12.86
747 Landing Simulator	17.86
Asteroids	29.86
Basketball	29.86
Blackjack	12.86
Caverns of Mars	32.86
Centipede	36.86
Computer Chess	29.86
Missile Command	29.86
Pac-Man	36.86
Space Invaders	29.86
Star Raiders	36.86
Super Breakout	29.86
3-D Tic-Tac-Toe	29.86
Video Easel	29.86

Programming

Assembler Editor	48.86
Basic	48.86
Macro Assembler and Program-Text Editor	73.86
Microsoft Basic	73.86
Home Pilot Package	73.86
Educators' Pilot Package	110.86
Basic Cross-Reference	12.86
Chameleon	17.86
Disk Fixer	17.86
Diskette Librarian	17.86
Extended Fig-Forth	31.86
Insomnia	17.86
Instedit	17.86
Basic Prog. Compressor	12.86
Supersort	17.86
T: (Text Display)	17.86
Text Editor	31.86
Ultimate Renumber	17.86
Utility Disk	38.86
Word Processor	38.86

We Service Atari Video Games

Activision

Fits Atari

Dragster	18.86
Boxing	18.86
Checkers	18.86
Pitfall	24.86
Magamania	24.86
Fishing Derby	18.86
Skiing	18.86
Bridge	24.86
Tennis	18.86
Laser Blast	18.86
Freeway	18.86
Kaboom	18.86
Stampede	18.86
Ice Hockey	24.86
Barnstorming	24.86
Grand Prix	24.86
Chopper Command	24.86
Starmaster	24.86

Activision

Fits Mattel

Pitfall (Dec.)	24.86
Stampede (Dec.)	24.86

Imagic

Fits Atari

Trick Shot	18.86
Demon Attack	23.86
Star Voyager	23.86
Atlantis	23.86
Cosmic Ark	23.86
Fire Fighter	18.86
Riddle of the Sphinx	23.86
Video Action Center	31.95

Imagic

Fits Mattel

Demon Attack (Oct.)	29.86
Atlantis (Oct.)	29.86
Swords & Sorcerers (Oct.)	29.86
Micro Surgeon (Nov.)	31.86
Beauty and the Beast (Nov.)	31.86
Big Bully (Dec.)	31.86

WE SPECIALIZE IN CANADIAN, APO, AND FPO ORDERS

Apollo

Fits Atari

Skeet Shoot	18.86
Space Chase	24.86
Space Cavern	24.86
Racketball	24.86
Lost Luggage	24.86
Shark Attack	24.86
Infiltrate	24.86
Kyphus	24.86
Guardian	24.86
Final Approach	24.86
Wabbitt	24.86
Pompeii	24.86
Squoosh	24.86

Apollo

Fits Mattel

Coming Soon

Network

Made by Mattel to fit Atari games.

Pro Football	29.86
Space Attack	29.86
Armor Ambush	29.86
Tron-Deadly Discs	34.86
Lock n' Chase	34.86
Frogs & Flies	24.86
Big League Baseball	29.86
Astroblast	29.86
Dark Cavern	34.86
International Soccer	29.86
Mattel Soft Dust Cover	9.86

Texas Instruments Computers

Model TI-99/4A	**219.86***
*after rebate (you send 319.86)	
Cassette Cables	14.86
Joysticks	34.86
Speech Synthesizer	124.86*
*free with purchase of 6 software	
10" Color Monitor	387.86
Peripheral Expansion Sys.	210.86
RS232 Card	147.86
Disk Controller Card	210.86
Expansion Disk Drive	336.86
Memory Expansion Card	249.86
Telephone Modem	189.86
80-Column Printer	595.86

Mgmt./Fin. Programs

Home Finance	25.86
Household Budget	33.86
Securities Analysis	45.86
Personal Record Keeping	42.86
Tax Investments	58.86
Personal Real Estate	58.86

Education Programs

Early Learning Fun	24.86
Beginning Grammar	33.86
Number Magic	16.86
Early Reading	45.86
Add & Subtract 1	33.86
Add & Subtract 2	33.86
Multiplication	33.86
Teach Yourself Basic	25.86
Teach Yourself Ext. Basic	16.86
Video Chess	58.86
Weight Control & Nutrition	49.86
TI Logo	83.86
Reading Fun	45.86

Entertainment

Football	25.86
Indoor Soccer	25.86
A-Maze-ing	21.86
Tombstone	33.86
TI Invaders	33.86
Car Wars	33.86
Munchman	33.86
The Attack	33.86
Blasto	33.86
Hunt the Wumpus	21.86
Blackjack & Poker	21.86
Hustle	21.86
Connect Four	16.86
Adventure	42.86

Other Programs

Statistics	37.86
Extended Basic	83.86
Terminal Emulator 2	42.86
Editor Assembler	83.86
Mini Memory	83.86
Speech Editor	37.86

20th Century Fox

Fits Atari

Worm War I	23.86
Beenie Bopper	23.86
Fast Eddie	19.86
Deadly Duck	19.86

U.S. Games

(Vidtec) Fits Atari

Weird Bird (Jan.)	22.86
Squeeze Box (Oct.)	22.86
VC 1007 (Oct.)	22.86
Guard. of Treasure (Nov.)	22.86
Towering Inferno (Nov.)	22.86
Gopher Attack (Dec.)	22.86
Maze Chase (Oct.)	22.86
Space Jockey	18.86
Sneek & Peek	22.86
Word Zapper	22.86
Commando Raid	22.86
Missile Intercept (Aug.)	22.86
Catch (Aug.)	22.86
The Fly (Sept.)	22.86
Darts (Sept.)	22.86

Tigervision

Fits Atari

King Kong	23.86
Jaw Breakers	23.86
Treshold (Sept.)	18.86
River Patrol (Aug.)	18.86
Marauder (Oct.)	18.86

Mattel

Master Component	**169.86***
*after rebate (you send 219.86)	
Auto Racing	28.86
NHL Hockey	23.86
Las Vegas Roulette	14.86
ABPA Backgammon	19.86
Checkers	14.86
Tank Battle	28.86
Electric Co. Word Fun	14.86
Horse Racing	23.86
Tennis	23.86
P.G.A. Golf	23.86
U.S. Ski Team Skiing	28.86
Sea Battle	31.86
Boxing	28.86
Dungeons & Dragons	44.86
NFL Football	28.86
Space Battle	28.86
Electric Co. Math Fun	14.86
NBA Basketball	28.86
Intellivoice	74.86
PBA Bowling	28.86
Sub-Hunt	28.86
Chess	46.86
Space Spartans	37.86
Astro Smash	28.86
Snafu	28.86
Space Armada	28.86
Triple Action	23.86
Bomb Squad (Aug.)	37.86
B-17 (Aug.)	37.86
Space Hawk	31.86
Utopia	31.86
Star Strike	31.86
Speed Freak	28.86
Minotaur (1983)	37.86
Frog Bog	19.86
Land Battle (1983)	37.86
Royal Dealer (Oct.)	19.86
Reversi	19.86
Night Stalker	31.86
Pin Ball (1983)	23.86
Tron-Deadly Disc	28.86
Tron-Mazatron	28.86
Tron-Solar Sailor	37.86
Armor Battle	28.86
Lock 'n' Chase	31.86
Card Fun	19.86
Las Vegas Poker & Black Jack	14.86
Major League Baseball	28.86
Roulette	28.86

Handhelds

Dungeons and Dragons	23.86
Armor Battle	33.86
Space Battle	33.86
Formula Racer	33.86
Long Bomb Football	28.86
Competition Football	20.86
World Champ. Football	62.86
World Champ. Baseball	62.86
Computer Chess	99.86
Computer Backgammon	74.86
Synsonics Drums	118.86
Diet Trac	53.86
Basketball 2 (Dec.)	35.86

Most Orders Shipped Within 14 Days

Odyssey

Master Component	**129.86**
Voice Module	72.86
Sid the Spellbinder (Voice)	43.86
Numbers and Nimble Ned (Voice)	43.86
Type and Tell (Voice)	33.86
K.C.'s Crazy Chase (Voice)	30.86
Smithereens (Voice) (Nov.)	30.86
Acrobat (Voice) (Nov.)	30.86
Creature (Voice) (Nov.)	30.86
Arcade (Voice) (Nov.)	30.86
Las Vegas Blackjack	19.86
Football	19.86
Armored Encounter/Sub Chase	19.86
Bowling/Basketball	19.86
Math-A-Magic/Echo	19.86
Computer Intro	33.86
Match/Logix/Buzzword	19.86
Baseball	19.86
Computer Golf	19.86
Cosmic Conflict	19.86
Take the Money & Run	14.86
I've Got Your Number	14.86
Invaders from Hyperspace	19.86
Thunderball	19.86
Showdown in 2100 A.D.	19.86
War of Nerves	19.86
Alpine Skiing	19.86
Helicopter Rescue/Out of This World	19.86
Hockey/Soccer	19.86
Dynasty	14.86
Volleyball	19.86
Foosball	14.86
Pocket Billiards	19.86
Pachinko	19.86
Slot Machine	19.86
Blastout	19.86
Alien Invaders	19.86
Quest for the Rings	43.86
UFO	27.86
Conquest of the World	43.86
Monkeyshines	27.86
Message Center	19.86
Great Wall Street Fortune Hunt	43.86
TV/Game Switch	14.95
Pickaxe Pete	29.86
Freedom Fighter	29.86

WRITE FOR FREE CATALOG

Astrocade

Master Component	**239.86**
(Includes 4 built-in games.)	
Hand Controls (ea.)	27.86
ZZZZZap/Dodgem	21.86
Seawolf/Missile	21.86
Panzer Attack/Red Baron	25.86
Clowns/Brickyard	25.86
Star Battle	21.86
Astro Battle	25.86
Dog Patch	25.86
Galactic Invasion	25.86
Space Fortress	25.86
Grand Prix	25.86
Pirate Chase	25.86
Munchie (1983)	28.86
The Wizard (1983)	28.86
Solar Conqueror	28.86
Cosmic Raiders/Defenders	28.86
Bezbol/Tennis/Hockey/Handball	25.86
Football	25.86
Bally Pin	25.86
Bingo Math/Speed Math	21.86
Letter Match/Spell 'n' Score/Crosswords	25.86
Music Maker I	47.86
Biorhythm/Calendar	25.86
Coloring book with light pen	47.86
Coloring book	28.86
Amazin Maze/Tic-Tac-Toe	21.86
Black Jack/Poker/Acey Ducey	25.86
Quest for the Orb	28.86
Monkey Kong	9.86
Space Gauntlet/Quadron	11.86
Omega Valley/Astro Terror	11.86
Viperian/Cruncher	10.86
Vindicator/Art Show Fireworks	10.86
Max (Robot from Space)/Horserace	9.86
Clue/Flying Ace	9.86
Maze Race/Obstacle Course/Space Chase	9.86
Slot Machine/Perversion	9.86
Music Composer/Yahtzee	9.86
Notematch	9.86
Guitar Course/Tuning/Note Match/Chord Progressing	18.86
Backgammon/Obstacle Course/Tournament	14.86
Pack Rat I & II	9.86
Lookout for the Bull I & II	9.86
Whiz Quiz (Trivia)	11.86
Castle of Horror	9.86

Astrocade Computers

ZGrass Computer	**479.86**
Bally Basic	47.86

Coleco

Fits Atari

Donkey Kong	30.86
Zaxxon (Oct.)	49.86
Turbo (Sept.)	69.86
Venture	30.86
Mouse Trap	30.86
Smurf	30.86
Carnival	30.86

Coleco

Fits Mattel

Donkey Kong	32.86
Turbo (Oct.)	69.86
Mouse Trap	32.86
Zaxxon (Nov.)	49.86
Carnival	32.86

Colecovision

Fits Coleco

Master Component	**199.86**
Victory (Sept.)	30.86
Space Panic (Sept.)	30.86
Head to Head Football	30.86
Head to Head Baseball	30.86
Conversion Module (For Atari Cartridges)	69.86
Controller	30.86
Donkey Kong	30.86
Turbo (Oct.)	69.86
Space Fury (Oct.)	30.86
Venture	30.86
Mouse Trap	30.86
Lady Bug	30.86
Cosmic Avenger (Oct.)	30.86
Zaxxon	49.86
Las Vegas (Oct.)	30.86
Horse Racing	30.86
Smurf Action	30.86
Carnival	30.86
Tunnels & Trolls (Dec.)	30.86

Coleco Mini Arcade

Donkey Kong	59.86
Galaxian	59.86
Frogger	59.86
Pac-Man	59.86
Perma Power	9.86

Parker Bros.

Fits Atari

Star Wars	29.86
Jaws (Jan. '83)	29.86
James Bond 007 (Jan.)	29.86
Frogger	29.86
Amidar (Oct.)	29.86
Super Cobra (Oct.)	29.86
Reactor (Oct.)	29.86
Tutankham (1983)	29.86
Sky Skipper (Jan. '83)	29.86
Spiderman (Oct.)	29.86
Revenge of the Jedi (1983)	29.86

Discwasher

Fits Atari and Commodore

Pointmaster Joystick	24.86

Commodore VIC 20 Computers

The Friendly Computer	**199.86**
Commodore Datasette	73.86
Single Disk Drive	375.86
Graphic Printer	381.86
VICMODEM (Telephone Interface)	106.86
VIC 3K Memory Expander Cartridge	37.86
VIC 8K Memory Expander Cartridge	56.86
VIC 16K Memory Expander Cartridge	106.86
VIC Avenger	25.86
Superslot	25.86
VIC Super Alien	25.86
Jupiter Lander	25.86
Draw Poker	25.86
Midnight Drive/Road Race	25.86
Radar Rat Race	25.86
Raid on Fort Knox	25.86
Sargon II Chess	33.86
Pinball Spectacular	33.86
GORF	33.86
Omega Race	33.86
Adventure Land Adv.	33.86
Pirate Cove Adventure	33.86
Mission Impossible Adv.	33.86
The Count Adventure	33.86
Voodoo Castle Adv.	33.86
The Sky is Falling	33.86
VIC 20 Super Expander	59.86
Programmers Aid Cart.	56.86
Intro. to BASIC Programming Part I	21.86
Recreation Program Pk.	56.86
Home Calculation Program Pack	56.86
Programmable Character Set/Gamegraphics Editor	12.86
VIC Term I-Terminal Emulator	8.86
VIC Graphic Printer Paper	12.86
VIC Printer Ribbon Cart.	8.86

Data Age

Fits Atari

Encounter at L-5	27.86
Warplock	27.86
Sssnake	27.86
Airlock	27.86
Survival Run	27.86
Bugs	27.86
Video Command Joystick	19.86

Spectravision

Fits Atari

Gangster Alley	21.86
Planet Patrol	21.86
Cross Fire	21.86
Tape Worm	21.86
China Syndrome	21.86

Comma Vid

Fits Atari

Cosmic Swarm	28.86
Room of Doom	28.86
Mines of Minos	28.86
Mission Omega	28.86
Underworld	28.86

Arcadia

Super Charger	59.86

Adult Video Games

Fits Atari

YOU MUST BE 21

Bachelor Party	41.86
Beat 'Em & Eat 'Em	41.86
Custer's Revenge	41.86

As much as we try to always stock what we advertise, we are sometimes delayed due to manufacturer's lateness in new releases. Do not be alarmed, we will ship as soon as possible.

Coming Soon

- Cube Puzzle, *Thorn/EMI* (fits Atari
- Submarine Commander, *Thorn/EMI* (fits Atari)
- Gort, *CBS Gabriel* (fits Atari)
- Wizard of War, *CBS Gabriel* (fits Atari)
- KickMan, *CBS Gabriel* (fits Atari)
- Fast Food, *Telesys* (fits Atari)
- Coco Nuts, *Telesys* (fits Atari)
- Space Maze, *Telesys* (fits Atari)
- *Emerson Arcadia 2001*
- *GCE*

HOW TO ORDER BY MAIL

For prompt shipment, send money order, certified check, cashier's check, MasterCard, Visa, Diners Club, Carte Blanche, American Express (include card number, interbank number, expiration date, and signature). There will be a two-week delay for check clearance. Minimum order is $25. Shipping, handling, and insurance charge is 5% of total order with a $3.95 minimum. Prices quoted are for check and money orders only. Add 3% for credit card orders. Illinois residents add 6% sales tax. Add 10% shipping, handling, and insurance charge on all APO, FPO, and Canadian orders or $6.95 minimum. Other foreign orders, write for instructions.

Dealer Inquiries Welcome

Prices Subject to Change Without Notice

ORDER FROM **VIDEOLIVERY** P.O. BOX 686·SOUTH CHICAGO HEIGHTS, IL 60411

Call toll-free, credit card orders only, 24 hours a day, 7 days a week:

1-800-325-5143 IN ILLINOIS: **1-800-942-0583**

Customer Service: **312-757-3468**

PRE ORDERS — Send or call in your order now and receive the first copies available.

Dec.

VIDIOTS IN THE NEWS

"unfair competition."

The Major League Baseball Promotions Corporation, an arm of professional baseball, filed suit in late October in U.S. District Court here. Baseball charges that Datamost, Inc., of Chatworth, California, is making unauthorized use of the term "World Series," and is involved in "unfair competition."

"Since 1911, major league clubs and the commissioner's office have expanded substantial sums in developing the 'World Series' mark," the complaint says.

It is the trademark infringement that is at issue, VIDIOT was told. "Any potential earnings (from video games) don't really enter into the decision to sue," said Chuck Adams, a spokesman with the Commissioner's office. "We simply want to protect the trademark of Major League Baseball."

The suit requests an injunction to remove Datamost's game from the market and "delivered up for destruction." It also asks for $10,000 in actual damages and $100,000 in punitive damages.

Other arcade games have used the "World Series" trademark, most notably Chicago Coin's pinball machine, but Adams says that "anyone can license the trademark. Datamost didn't."

MORE MOVIES TO PLAY

HOLLYWOOD—Four more popular flicks are being made into video games as the movie-to-game explosion continues.

On Golden Pond, *Interiors*, *Grapes Of Wrath* and *I Dood It*, right?

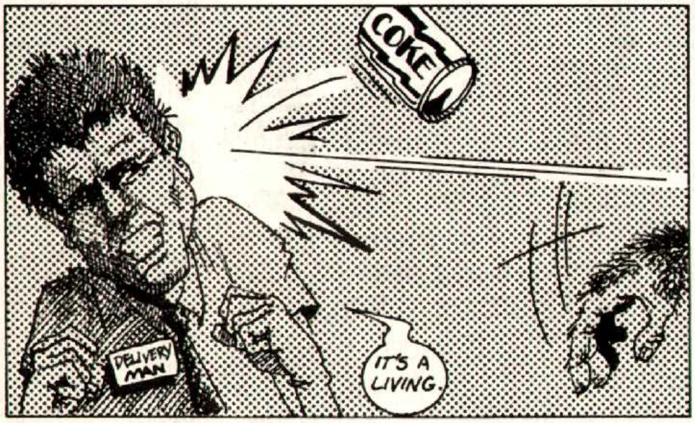
Bad guesses, comrade. The films are *Megaforce*, *Six-Pack*, *9 to 5* and—get ready—*Porky's*, that industry standard of pinhead peekaboo so many of us should be ashamed of for seeing, much less liking.

No game details yet, but you don't have to overwork your imagination to picture some of the possibilities.

No, that isn't a bicycle. It's Dolly Parton.

Ann Clifford/DMI

It doesn't take a "Jeannie" to pick up girls who play video games—but it might help!



Glenn Barr

THINGS GO BETTER WITH TRON?

ATLANTA—Coca-Cola is hoping that the lure of videogames will draw thirsty people to their machines. The company's new 1983 line of pop dispensers includes two that feature free small-screen video games.

In the first game, a cute little monkey throws Coke cans at an unsuspecting delivery man. If he catches the can, Cheeta wings another one at him. If he misses, the beast gives off an amused electronic cackle.

Game two isn't quite as exciting. The customer is faced with lines of moving letters from which to spell the word "Coke." Not to mention cone, cake, fife and pirn.

Sorry, no prizes other than fun itself. Cost to the vendor is slightly under $200, which means selling a lot of pop.

NOLAN STILL ROLLIN'

LOS ANGELES—The genius behind Pizza Time Theatre—Nolan Bushnell, also known slightly as the founder of Atari and pod daddy of Pong—is going beyond games for his next project.

Pizzavision? Diet life? No, this time he's hot on the trail of a cost effective household robot. Not one of these masters of the universe like Robby in *Forbidden Planet*, but just a downhome, everyday drone that can handle basics like waxing the windows, changing kitty's litterbox or raising those tiresome quints.

No name yet for Bushnell's latest brainstorm, but we like Pat Benatar, Jr.

WANTED: GIRL GAMERS

Want to know what the number one extracurricular interest of arcaders is? According to a survey complied by one videogame magazine, they most want to know "*how to pick up girls who play video games.*"

STICK IN A QUARTER

WESTLAKE VILLAGE, CA—As if bawdy "X-rated" game cartridges weren't silly enough, one enterprising California firm is test-marketing two "X-rated" coin-operated games.

X-Hot Stuff and *Stripper* are maze-type games offered by Computer Kinetics of California. Although they're currently confined to the Sunbelt's finer taproom emporiums, Computer Kinetics hopes for national distribution of the machines in 1983.

"They're a hot ticket," laughed one spokeswoman for the company. "And it's all just good fun."

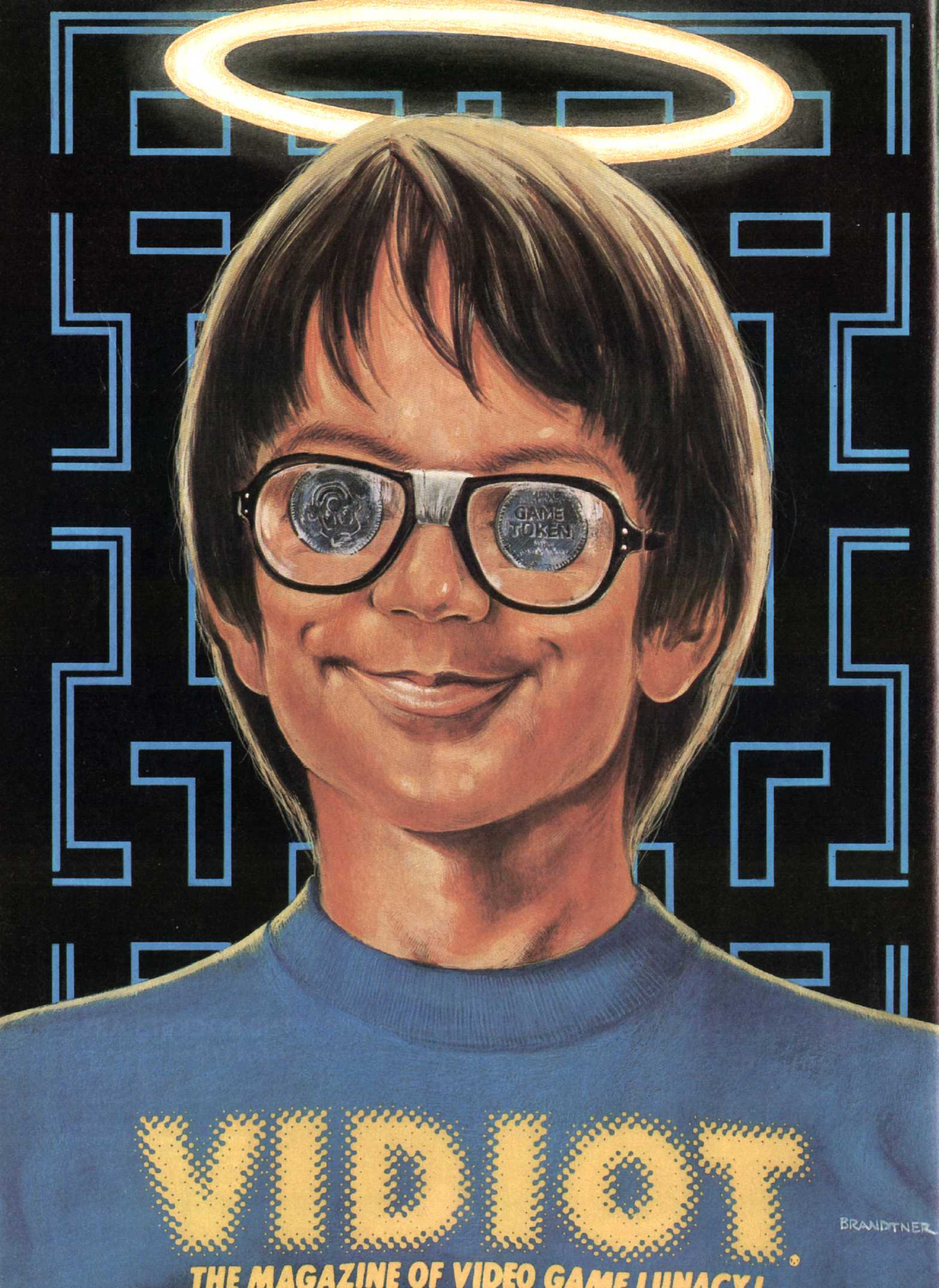
Computer Kinetics also manufacturers *Stop The IATOLA*, but declined to say if it was a game of mazes. ■

MIDWAY
Galaga
LICENSED FROM namco LTD.
Bally
20000
820
INSTRUCTIONS
• SEE SCREEN FOR SCORING AND BONUS INFORMATION.
• INSERT COIN.
• TO START PRESS 1 OR 2 PLAYER BUTTON.
• CONTROL STICK MOVES SHIPS RIGHT OR LEFT.
• TO FIRE: PRESS BUTTON.

THE ROCKETS ARE *VIDIOTS!*

Hey, these Motor City bad boys know a good thing when they see it. When these guys aren't rockin' up a storm at the local arena, you can usually find 'em at the nearest arcade, playing games like Galaga, and just havin' a hell of a time—which, after all, is what the Rockets have always been about!

photo by Omar Newman


GAME TOKEN
VIDIOT.
BRANDTNER
THE MAGAZINE OF VIDEO GAME LUNACY!

LOOK OUT FOR THE CHEATER:

VIDEO GAMING WITHOUT SCRUPLES

BY P. GREGORY SPRINGER

AT the Mall, Milton plunks a quarter into Pac-Man while his mother shops for spinach linguini at Gourmet Grub and Grocery. This happens on a regular basis. Without going into the Freudian aspect of it, the Ritual of the Mall has become something which satisfies the customer impulse in both of them. Milton plays while his mother pays.

Today, however, midway through the first Pineapple level, Milton realizes that the rut of his pattern playing has grown deeper than the dent on his favorite playing stool. Having taken the game far beyond the manufacturer's six-minute margin of profitability, he has "won" the game. Having reached the point of boredom, he has beaten his game of Pac-Man.

How do you cheat a video game? The ways are legion, but first you must understand the psychology and superstructure of the system you are up against. Video games are built upon the premise

Illustration by Al Brandtner

that losers—like gamblers and junkies—will always come back for more. We never learn that we always lose. We never see that the omnipotent destroyers will hold the winning hand up unto the umpteenth level.

For this reason, video games may very well be an immoral formula: a model of cynicism, fatalism, and capitalist greed. But by the same token (and with just one more token, please), the real challenge of video games comes not from saving the planet from destruction, rescuing humanoids from the Grunts and Gorillas, or eluding the Mummy's Emissaries and Sno-Bees. No, the real purpose of video games lies in our ability to outmaneuver manufacturer's programs, BY TAKING WHATEVER MEANS NECESSARY.

This is the tacit truth and irony behind the nefarious video game cosmology: every quarter plunked into the machines strikes up a finger race against capitalist enterprise. We are the ones who determine which games will survive longer than the average four-month obsolescence. We vote for our visitors with coins. We lose willingly, repeatedly, and quickly to the mightiest, while quashing those machines destined for a quick mortality.

The argument also is given—among technophobes—that the Games are, in effect, programming us all for a computerized totalitarian future. That may be—but it's another story.

For now, by hook or crook or patterns book, we will have you almighty Blip!

WHY WE CHEAT

Milton, bored with his proficiency, moves the gobbling spitball into a "safe zone"—to the right and up from the starting point—under the armpit of the "T" which at times holds the fruit atop it. Blinky and the other ghosts scurry busily about in search of their jaundiced prey, never bothering to peek in this corner. Milton, bravely defying the allure of the game, gets off his cushioned stool, not bothering to continue on to inevitable death, and he walks away from his unfinished symphony, searching for new worlds to conquer. Tonight, he'll probably even enjoy the linguini.

The home video game of Atari Adventure (versions One or Two) features an aggressor bat which flies across the board. An intrepid gamester named "Woozy" announced over the PLATO computer network system that he had found a way to halt the movement of this bat, trapping it for keeps in the gold castle, and forcing it to fly in certain directions at will.

Immediately, the Videodog file was filled with queries and demands for the solution to this trick.

"So tell us," one note read. "You're SUPPOSED to tell us how to cheat at games."

(The solution to the Adventure bat secret—too detailed to include in this deadline and adrenalin-driven article—can be yours for a self-addressed stamped envelope, sent to "CHEAT, P.O. Box 2502-A, Champaign, IL 61820.)

Cheating, more than just one required part of the game playing, actually IS the game playing.

As John Barth wrote in his revision of the Greek myths, *Chimera*, "The key to the treasure is the treasure." Playing video games is a form of computer research, in which we must unlock the puzzle of programming in order to extend time with the machine, or to find some hidden mistake, or to prove our worth against technology.

Most games have bugs in the program as well as on the screen. Since real "winning" is impossible, outsmarting the manufacturers—finding their loopholes—makes the contest a competition of capitalism. If one can hold on to a game machine beyond the six minute margin—slightly longer than it takes the average animal to enact his most basic physical impulses—we have screwed up the system. We have taken the hands of the manufacturers out of our pockets and have begun to dig into theirs.

Because it only takes less than half a year for consumers to tire of games or figure them out, manufacturers deliberately stay evasive about the rules for their games, hoping that it will take a profitable amount of quarters before the boredom of mastery and understanding arrives. Only a very select few games—Pac-Man being the greatest example—live beyond a third of their first year, then they're retired to the sleazy silicon graveyard.

VIDEO
GAMES
ARE
TRULY
SPECTATOR
SPORTS.

Books on video game strategies become obsolete just as quickly. They may provide rules, but rarely do they convey the tips and necessary visual clues needed to conquer a game. Advice such as "play this one repeatedly until you know the pattern well" can often be seen on the pages of the manuals. They promise the world but deliver only pep talk.

But there is another reason for scouring over the patterns and tips books. Just as trying to read and follow Rubik's Cube how-to books became more fascinating than wasting one's time on the square cluster itself, so do video games books become arcane blueprints of the computer contest.

Drug books—reading about mystical experiences—totally replaced LSD in the '70s, and Castaneda's crazy inventions still rate on the bestseller's list.

The '80s are doing this to us. Separateness and distance comprise a good chunk of the decade's aesthetic, just as relevance was a '60s snag. Nowadays, the idea of something can be more important than the thing itself. I think that I see a poem lovlier than a tree.

We cheat video games in order to write that poem in three-letter signatures at the top of the board.

HOW WE CHEAT

Stretch time. Get the most for your money. Vote for machines. Keep manufacturers on the tips of their technological toes. Make gaming cost-effective and intelligent without wreaking havoc on the industry or in your brain. Here's how.

1) **Tokens:** Many, if not most, cities have tokenized games parlors. As many as nine tokens can be had for a dollar, thereby greatly increasing one's ability to experiment with games and their limits. Perhaps your favorite game isn't available at the bargain token store? Not to worry. More likely than not, the tokens (even though they differ in shape and design) may fit into the game slots at the most expensive shop. If not, the token slides back out and you try another ploy. Since you aren't using American money anyway, this is not illegal. Some stores have token specials. Stock up then.

2) **Perversion and Pacificism:** You can avoid the feeling of being programmed by a game if you refuse to play by its rules. Bezerk and Frenzy offer a chance to escape a deadly maze while shooting against killer robots. You are expected to fight back, but what happens if you just run from maze to maze without trying to get points? You learn a new game, that's what. Try simply to escape without firing a shot. This will rarely be possible, big points won't be racked up, but you will speed into the upper levels of play where more interesting activity always occurs quickly. You will also baffle observers.

A timed game like Frogger may be played ridiculously, even jumping backwards off the board!, but when your time is up, the frog dies. Tempest gives you the option to begin play in the upper levels, where boringly firing from a

REAL
WINNING
IS
IMPOSSIBLE.

fixed single spot can rack up the most points. Finally, you will learn more by experimenting with games than you ever will trying to beat them.

3) **Go shopping:** To coin a cliché, look before you leap. By choosing a game which suits your temperament and style rather than just a place to plunk your quarter, you avoid the impulse moves which cause so many to think of the games as frivolous in the first place. You should never play a game that you don't at least read the available rules, watch the pre-game boards a few times through, and if possible observe another player manage on it first.

4) **Retire gracefully:** When you feel you have reached the pinnacle of your abilities on a particular game, move on to another. You should always quit a game when you've peaked on it. Not only will this help "retire" the game for the manufacturer, it will keep them on their toes about making games state-of-the-art. Compulsiveness is not to be confused with fine-honing a real talent. Don't let the word "addiction" describe your behavior in the arcade.

5) **Your Name Here:** It's a rare game, like Ladybug or the superscorer on Stargate, which will allow top winners to inscribe seven-letter names. The temptation in cases like these is to go porno, but trying your hand at literature can be even better incentive than winning. On Space Duel, call yourself OLD and your partner HAT. Or BIG and MEN. Or, as an admonition to others, GRO and-UP. Especially cute are inscribing sequential notes if you become capable of racking up wins in order. ONE, TWO, ETC. looks good in a row at the top of the screen. So does -I-, DID, IT. It's not Hemingway, but it's more fun than getting frustrated.

3.) **Fifty Percent Off:** Some arcades offer more ships per quarter, some even offer three games for 50 cents, with lower required minimums to receive an extra shooter. Newspaper coupons sometimes allow free games, and papers cost less than tokens in many cases. On those days, buy out the newsstand. One arcade I know gives a free game if you bring in a church bulletin on Sunday.

7) **Backstage:** Make friends with your friendly local arcade operator, and arrange for after-hours bouts with rigged machines that play forever. If that's not possible, he or she might be able to tell you about the new games, what the playing strategies and rules are, and enable you to test out machines before committing yourself to the expensive challenge of trial and error.

8) **Be friendly:** The best way to get the most for your video game money is to play with a friend or date. The game always goes on longer when the play shifts between partners. Playing both parts by one's self also stretches things out, but is much less sociable. Some games, Space Duel or Joust as examples, actually allow you to compete against the machine together within a single play, rather than be two competing adversaries against the third enemy of technology. That's the biggest advance in the games since Roman days. Join forces, and discover your humanity. Save money.

9) **Watching:** As Milton discovered, staring at a snagged program on the screen takes up time on a game. You can observe a lonely bee looping down in Galaga indefinitely while your ship recuperates in a corner. You don't lose this way (until the arcade closes at night), but it's a very boring way to spend your time. If you have a vendetta against a game or a manufacturer, it's one way to insure that you get more than your money's worth from a game.

On the other hand, watching others play is a great method of learning and excitement. What the games makers would rather we not realize is that video games are truly spectator sports as well as player sports.

Kids hardly old enough to reach the controls love to play without inserting a quarter, and they never know the difference.

10) **Hustling:** A last resort for the desperate. Bet you can outplay an unwary opponent at Pac-Man, Dig Dug, Galaga, or some another game in which there is a longevity loophole. (Play for time, not points.) This really goes against the stated principle of cheating the manufacturers—and is therefore unethical—other than the fact that the game is tied up for hours while the Dig Dugger watches moles run around doing nothing, and you win the bet from the exasperated patsy.

☆ ☆ ☆

Finally, after all the buzzing disappears from your ears and the dazzle melts into nightly dreams, is your conscience clear for tomorrow's bout? Or is it as empty as your pockets? ■

BONUS! PULL-OUT POSTER OF THIS COVER!
THE MAGAZINE OF VIDEO GAME LUNACY!
VIDIOT

THE BIRTH OF VIDIOT!

Hey, video freaks and vidiots everywhere!! If you enjoyed this second edition of VIDIOT Magazine, catch up on what you've missed by ordering the special premiere collector's issue of VIDIOT—"The Magazine Of Video Lunacy!"

In our special debut issue, electronics expert editor Richard Robinson takes an in-depth look at every video game on the market at the time, giving full details on the state of video game art! The graphics alone are literally out of this world—and you'll find everything you need to know about computers and what they can do!! Space games, arcade action, the arcade at home, celebrity vidiots and *one step beyond!!!*

It's a special collectors' edition that no vidiot should be without. Order yours today by filling in the handy coupon below and sending money—*before it's too late!!* Remember: they're going fast!!!!

Send To: VIDIOT Back Issues,
P.O. Box P-1064,
Birmingham, MI 48012

Enclose $2.95 for each copy plus $1.50 per order for postage and handling. DO NOT SEND CASH.

Total Enclosed $ ________

NAME ________

ADDRESS ________

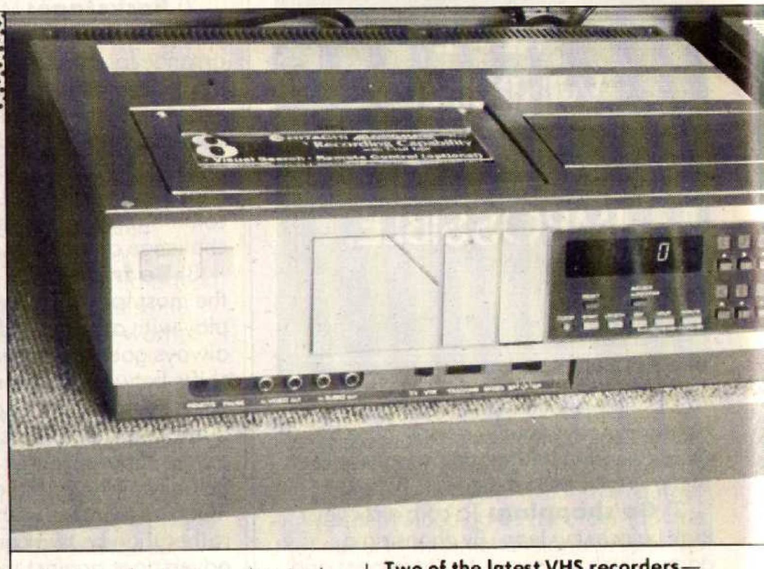
CITY ________ STATE ________ ZIP ________

Allow 4 weeks for delivery. V-2-83

HARDWARE/SOFTWARE

TIMEX
Sinclair 1000

Do your computing at home with your Timex Sinclair 1000.



Two of the latest VHS recorders—from Hitachi and Panasonic.

BY RICHARD ROBINSON

The wiring of the Republic and its citizens is coming along at an astounding rate, real time, with the help of the Japanese, the game program writers, the multi-billion dollar electronics corporations, the people who keep fresh batteries on the shelves, the electronic discount houses, and you—with your pocket full of quarters.

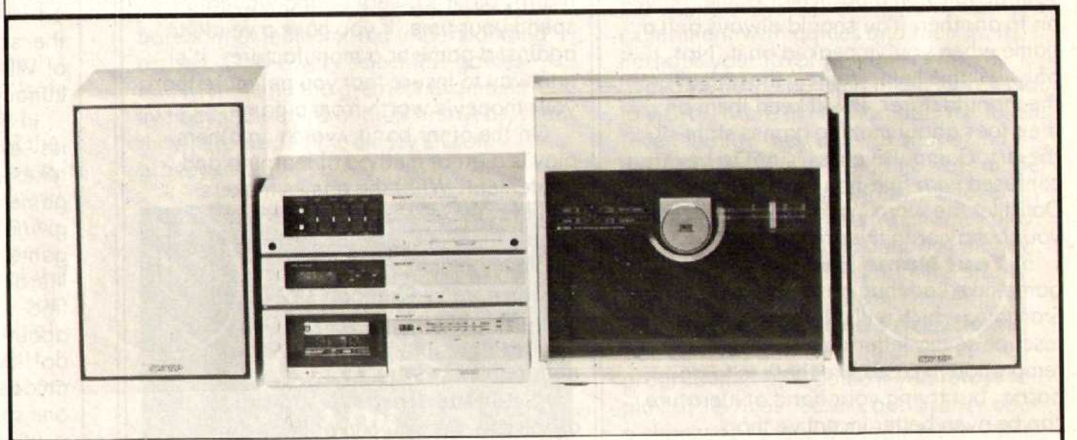
Not only is it possible to indulge in just about every form of video screen distraction, but even in this depression it gets cheaper to do so everyday. In New York the discount wars are providing the consumer with one bargain after another: CED video disc players can be had for $179; T-120 VHS cassettes are going for $9.75; the Timex-Sinclair home computer is already down to $78; the Vic-20 is discounting at $179.87; and VHS video machines can be had for $425.

So those dedicated or inspired to get the latest in video hardware can indulge in the future now at a minimal expense, all things considered.

• *Video Tape Recorders*: The latest news in the video recording biz is the new 8-hour VHS. Actually, it isn't a new recorder, but a new tape introduced by Panasonic that allows VHS owners to record an extra two hours of programming using the SLP mode on their VHS machines.

There are plenty of VHS machines available, the cheapest having mechanical tuners, the more expensive having electronic tuning and all sorts of electronic extras. If you're getting a VHS and planning to use it with your cable TV feed, all the extras aren't really going to do you much good. You won't use the built-in VHS tuner since it must be set to the one channel the cable box feeds to the TV set.

The ability to record seven days or 14 days in the future is also of little help, unless you plan to leave the whole thing on and running while you're away from home. And naturally you can't use the computer circuit that allows you to choose various channels to record at various



PLAY IT AGAIN, SHARP

•It's doubtful that the record companies are aware of it yet, but the Japanese may have come up with a method of making records popular again. **Sharp** and other Japanese manufacturers have come up with a computer controlled record player that is not at all like the conventional turntable we're familiar with.

These new record players are thin, upright plastic boxes. The record is dropped into a slot in the top of the box, and from there on the computer controls take over. The user programs the computer to play the first side, second side, or both sides one after the other, repeating as often as desired. The user doesn't have to turn to see the record inside this new player.

There are several models of this player getting to the stores right now, including a player that can replace the old turntable you're now using with your hi-fi system, a player that includes a cassette machine so you can drop in a record and make a copy on cassette with barely the flick of a finger on the controls, and the most intriguing of all, a "ghetto blaster" type one-piece stereo system with handle play, plus AM/FM stereo radio, a cassette recorder with Dolby and auto search, and a pair of multi-speaker systems. A complete stereo system capable of just about everything in a plastic silver box 29" X 18" X 7". See it to believe it!

HARDWARE / SOFTWARE

Omni
Panasonic

Build your video system up piece by piece with Panasonic's latest!

times on the same tape without passing your cable box completely—which can be done, but not if you want to record any pay movie channels.

But don't jump to the conclusion that just because VHS has settled in as *the* home video standard that the Japanese and RCA are happy to sit back on their profits and just sell you the occasional tape. Within the next year or so we can expect to see a new video standard, using smaller tape, with smaller more compact video recorders—of course, all being not at all compatible with VHS or Beta or anything else currently on the market.

In the meantime, VHS remains the best bet for home video fans, especially now with stereo VHS machines and some cable channels cablecasting in stereo.

As for Betamax: Sony *does* have part of the market, but if you're planning to get your first video recorder, VHS is far and away the more generally accepted standard.

•*Video Games:* There's about to be a huge explosion in the home game market and it will probably have begun as you read this. Atari and the other home game companies are going to introduce newer, more sophisticated game machines with sound effects, better controls, smarter computers and everything *else* upgraded as well. Home games will have more of an arcade look—and, needless to say, the cost will be going up, too.

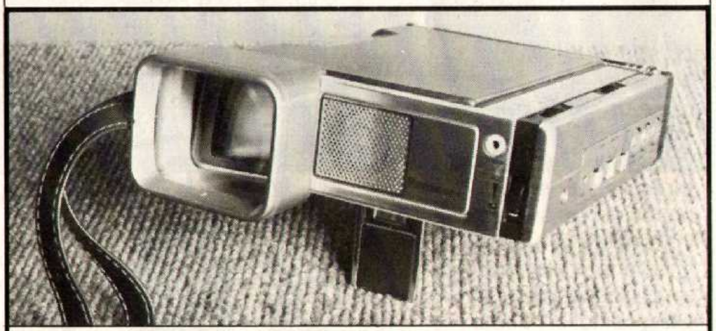
Besides the improvement in screen graphics detail these new model game computers and programs will provide, the most important "plus" they'll have is in their controllers. Anyone who's ever gotten handcramps trying to get an Atari joystick to go in directions it just won't will be delighted to learn that Atari and everybody else has improved their controllers—making them more sensitive, and adding extra contacts so that the player controls will seem nearly omni-directional.

•*Home Computers*: The big news here is price—home computers are now cheaper than ever before.

The big problem is how to choose between the various home computers now selling for $80 to $200.

There are two factors to consider. First, the size of the keyboards. Unless the computer keyboard is the size of a full-sized typewriter keyboard, it is going to be very difficult to use as a computer keyboard, even if you have very tiny fingers. A quick check of the new home computers will tell you that this condition of purchase leaves out quite a few of the $100 "wonders." Just take a look at the Vic-20 next to the Timex-Sinclair and you'll see what I mean.

Second consideration is how much the computer you buy cheap can be expanded to do the kind of things you're going to want it to do. Most $100 to $200 computers only come with a small memory, 2K to 5K. To have a useful



TV PALM?

•Palm-sized television sets should be on the market soon. At the moment there are two competing principles involved. Many of the small TVs now on the market, such as the **Panasonic Travelvision** units (about $200 retail), use a very small TV picture tube and come with a magnifier to put in front of the screen to enlarge it slightly. Sort of like looking at a moving postage stamp under a magnifying glass. But in the near future this type of mini-TV will be replaced by a flat liquid crystal TV screen, a screen that will look like a larger version of the liquid crystal displays used on pocket calculators and digital wristwatches. The advantage of the liquid crystal screen over the TV tube is that it takes up much less space, allowing for a TV set no larger than a deck of playing cards. Naturally, you'll listen to the sound through headphones as you walk down the street looking at the TV picture in the palm of your hand.

HARDWARE / SOFTWARE

monitor ///
disk II
apple II

Computer Horizons

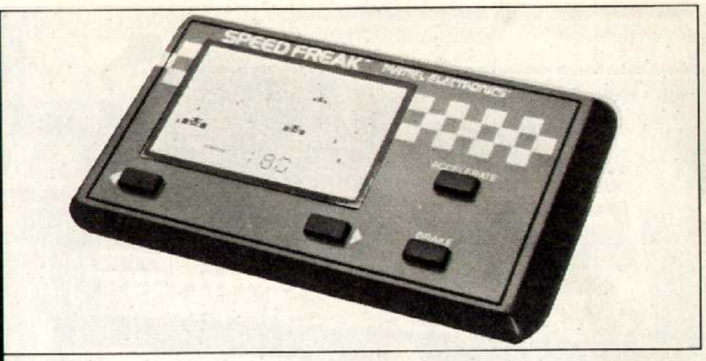
The Apple II—for those who like sophistication at home.

computer you need at least 32K of memory, 64K being ideal. So if your computer can't expand past 6K, you're going to be very unhappy some time in the future. Also, are there disc drives and printers available for your computer? If not, you're buying a game machine, not a home computer.

Third, and perhaps most important to the non-computer freak, is what programs are available for your computer. Don't plan on sitting down at your new computer and writing your own programs. It's fun to play at that, and as you get experience you may well write programs—but in most cases, if you can't buy the program pre-written on cassette or discs you're not going to get much use out of your computer.

Many companies, from Atari to Apple, offer a wide range of programs for their home computers—some more expensive than others, some more practical than others. By programs I also mean computer games as well as "how to balance your checkbook." If you plan to use your computer to play computer games as well as to function as a home business organizational computer, make sure the computer you buy offers the kinds of games and the level of sophistication you're looking for. Check out the games at the store. Just because the salesman says the computer will play "space wars" doesn't mean the actual program is more than a joke. Try before you buy.

•*Cassettes:* Home audio is keeping up with home video. Prices are down, sophistication is up, and the audio cassette has all but replaced the record. High quality cassette decks for your stereo system now cost less than $200. If you've got the money, try the new metal tapes for recordings you want to be of the best fidelity.



Mattel's Action Arcade series includes Speed Freak—for those slow days.

Walkman-type cassette players have pretty much gone as far as they can go for the moment. So the new thing is extras to lure you to buy one brand over another. Some now feature auto-reverse, others have radios with pre-selected FM station tuning.

There are lots of little mini-speaker systems that will sort of turn your Walkman into a stereo system at home. These start at $7 and go up to about $50. The sound of some of them may put you on edge, but the idea is good, and in certain situations you may well get some use out of them.

•*TV Sets:* Sony, Panasonic, and other firms have come up with a new line of TV sets where you buy the components one at a time and put together a TV set system the way you would a stereo system. The result is higher cost, the picture is the same, but the sound is dramatically improved with larger, stereo-set-up speakers, and the look is real "pro." Recommended only if you have money to burn.

•*Hand Games:* There are any number of new hand-held and wrist-watch games now on the market, using computer video technology and liquid crystal displays. None of them are going to replace Zaxxon in your heart, but some of them are fun. The only way to decide if they're up to your skill level is to try them out. ■

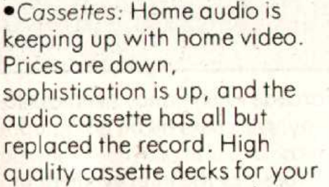
SPY vs SPY

•**Maxon Easy Talk'r:** No more shouting, or even talking loud. You and your friends can whisper in each other's ears no matter where you are: riding bikes, lost in the crowd at a football game, seated miles apart at a rock concert, tramping through the woods, or just walking down the street. No wires, just hands-free personal communications with the Maxon Easy Talk'r.

This module consists of a three-ounce headphone with a tiny wire that swings around in front of your face to hold a microphone element (like sportscasters wear on TV except smaller) and a six-ounce body pack that's smaller than a Sony Walkman. Slip it on, and you and any of your friends who are also wearing one are in instant electronic contact. The circuits are activated by your voice, so all you have to do is talk and your friends will hear you in their headphones, when they talk back you'll hear them. Hands free.

The Maxon Easy Talk'r retails for $49 per unit, and unless you spend a lot of time talking to yourself, you'll need at least two units to get started communicating.

It seems as if several companies have decided that we all need to be invisibly whispering to each other, as there are several personal communicators now in the stores, although the Maxon Easy Talk'r seems to be the least expensive. Edmunds Scientific (101 East Glouchester Pike, Barrington, NJ 08007) has an Easy Talk system in their latest catalog, the Easy Talk communicators selling for $89.95 each or $179 a pair. I've also seen some more sophisticated versions of this system in professional audio stores. There's no doubt that this will be a hot item, at least on the way in to the stores, and that with discounting, personal communicators would be available for $39.95 or so within the next few months.



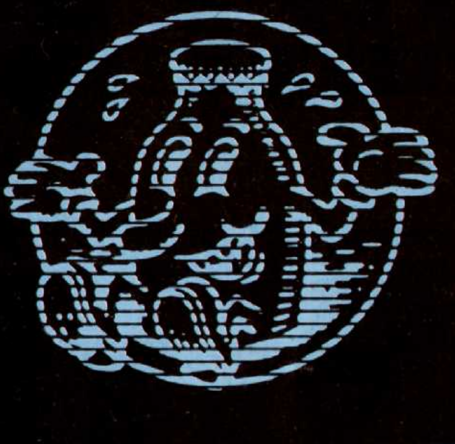
THE MAGAZINE OF VIDEO LUNACY!

VIDIOT

WANTS YOU!

...to let us borrow your fevered brains for a minute! We want to know what our favorite readers think about video games in general and VIDIOT in particular! If you can put down that over-heated joystick for a minute, would you answer these E-Z questions for us? We'd be most appreciative! In fact, the first 100 readers who send in their surveys will receive a surprise gift from VIDIOT!

Thanks in advance for your time and effort!



1. How often do you go to video arcades?
   - ☐ More than once a day
   - ☐ Once a day
   - ☐ 3 times a week
   - ☐ Twice a week
   - ☐ Once a week
   - ☐ Once every 2 weeks
   - ☐ Once a month
   - ☐ Less than once a month
   - ☐ Never
2. Do you play at more than one arcade?
   ☐ Yes ☐ No
3. How long do you spend at the arcade, on the average, each time you go?
   - ☐ More than 4 hours
   - ☐ 3-4 hours
   - ☐ 2-3 hours
   - ☐ 1-2 hours
   - ☐ ½ to 1 hour
   - ☐ less than ½ hour
   - ☐ Don't go
4. On the average how much money do you spend a week on video games?

5. How many different video games do you usually play each time you go to an arcade?
   - ☐ 1 only
   - ☐ 1 or 2
   - ☐ 3 or 4
   - ☐ 5 or 6
   - ☐ 7 or more
6. What is your favorite video game?

7. What do you especially like about them? (Check as many as apply)
   - ☐ Killing aliens
   - ☐ Cute video characters
   - ☐ Team sport similarity
   - ☐ Adventure story format
   - ☐ Calculating strategies
   - ☐ Electronic sounds
   - ☐ Outer space simulation
8. How do you find out about new video games? (Check as many as apply)
   - ☐ Newspaper ads or reviews
   - ☐ Magazine ads or reviews
   - ☐ Hearing about them from friends
   - ☐ Seeing them in an arcade
9. Do you have a Home Video Game system?
   ☐ Yes ☐ No
10. Which system do you have—or plan to get soon?
    - ☐ Atari VCS
    - ☐ Colecovision
    - ☐ Mattel Intellivision
    - ☐ Other:

Enclose in envelope and mail to: **VIDIOT** Readers Survey,
P.O. Box P-1064, Birmingham, MI 48012

NAME ______________________ Age ______

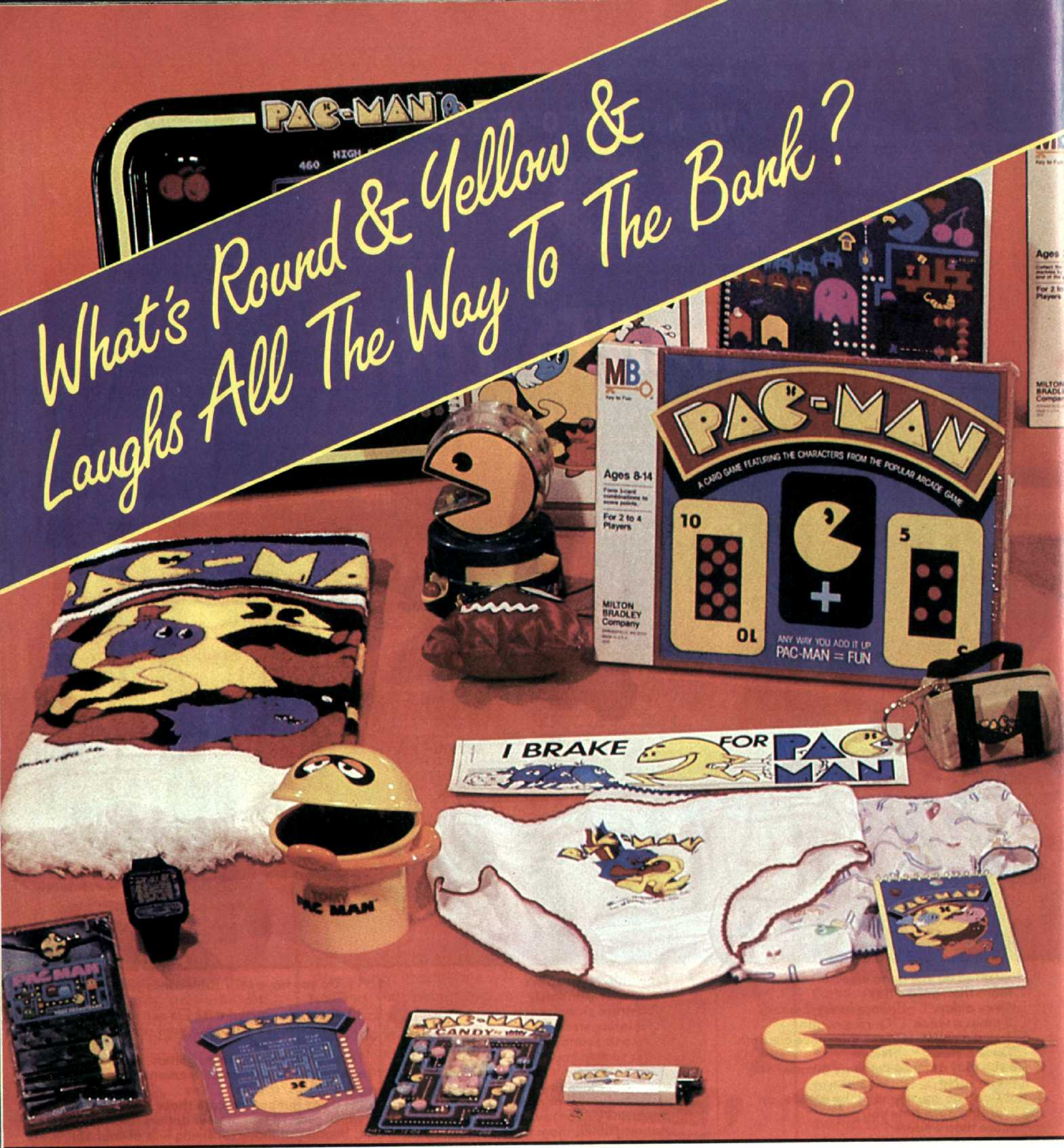
ADDRESS ______________________

CITY ______________________

STATE ______________ ZIP ______________

11. Do you have MTV cabled into your home?
    ☐ Yes ☐ No
12. If not, do you want it? ☐ Yes ☐ No
13. Is rock music played at your arcade?
    ☐ Yes ☐ No
14. In order to play video games, do you spend less of your entertainment dollars on other items/events? ☐ Yes ☐ No
15. If yes, please indicate those items/events which receive less of your dollars (mark a, b, c, in order of those receiving less of your **$$**)
    - ☐ Records/pre-recorded tapes
    - ☐ Magazines
    - ☐ Concerts
    - ☐ Movies
    - ☐ Sport events
16. What would you like to see in future issues of VIDIOT?

What's Round & Yellow & Laughs All The Way To The Bank?


PAC-MAN
MB
Ages 8-14
For 2 to 4 Players
MILTON BRADLEY Company
PAC-MAN
A CARD GAME FEATURING THE CHARACTERS FROM THE POPULAR ARCADE GAME
10
5
ANY WAY YOU ADD IT UP PAC-MAN = FUN
I BRAKE FOR PAC-MAN
PAC-MAN
PAC-MAN CANDY

How much do you love Pac-Man? I mean *love*, like you want to have his baby or something. Enough to wear his face all over your clothes? Enough to wash your actual private body with his gnawing yaw? Have you even considered cosmetic surgery?

Avoiding the omnipresent eye of Pac Brother is like trying to go through an entire day without being exposed to a Dick Van Patten commercial on TV. You see him stuck all over traffic signs, bus windows, aircraft carriers, passing street gangs, you name it. Coming soon, the P.M. model kit, made with the Canadian in mind. It's only got one piece.

Us stick-wits here at **VIDIOT** certainly don't object. Of course, somebody shot out our collective porch light years ago. P.M.'s bit-eating grin is plastered all over the office, from floor to crawlspace. We consider him as big a star as Treat Williams.

It could be worse. The selling of Pac-Man kinda/sorta generated *itself* from unending waves of popularity, racking up 10 million dollars this year from licensing alone. Of course, this was calculated before the U.S. switched from the gold standard to the Rip Repulski baseball card standard, but that's still a lot of Repulskis one way or the other.

Concerned consumer advocates that we at **VIDIOT** are, the time seemed right for a thoughtful examination of America's electronic best friend. After all, if *people* were as interesting as P.M., we'd all have people plugged into the back of our TV sets, right?

Not to mention the human animal's crucial lack of coin slot.

PAC-MAN
1Up High Score 2Up
BUY ME!
CHALKBOARD
AS MUCH FUN AS THE ACTION-PAC ARCADE GAME OF THE SAME NAME
BEEP ON OVER...!!
FOR:
WHEN:
WHERE:
FUEL
WATCH
HIGH SCORE
460
1240
an activity book
MZ. PAC-MAN
I ♥ PAC-MAN

Larry Kaplan

BY RICK JOHNSON

CHALKBOARD (Manton)**::** The sticker on the package screams BUY ME! I'M A CHALKBOARD! If this works, we'll soon be seeing these stickers on day-old bakery products, new brands of gum and American cars. Seriously though, would you buy a Nazi riding outfit if it said it was a chalkboard?

TUB PET (Playskool)**::** Did you by any chance catch the *People's Court* case concerning the Negligent Use of a Hose? Just imagine how you can adapt it to the wiggly Tub Pet. Case adjourned!

FRUIT SCENTED ERASERS (Empire)**::** All your favorite flavors are represented in these non-food items. Chili, lard, snake cud and even mung-stained tonette. The unspoken question: Who wants to erase fruit?

BALL DARTS (Synergistics Research)**::** "They're safe! They're fun!" says the package and who can argue? Nasty pointy darts have been replaced with Velcro® -covered balls that are to Nurf what surgical cotton is to stove panels. You also get a poster-sized target to whip 'em at, free *game ideas* and "Bonus Fruit!" What game idea does that give you?

REAR VIEW MIRROR HANG-UP (Kent)**::** Modeled after our ghostly pals Inky, Dinky, Mojo and Clyde, this is the '80s answer to fuzzy dice. Hang 'em up and pretend that other vehicles are cute but-vicious monsters that want to eat your auto. Alternate use: dreadnought beanbags.

FUN PAD (Prestige)**::** I just don't get this one. What exactly *is* fun? And why does it need padding?

AUTOMATIC BUBBLE PIPE (Chemtoy)**::** It's doubtful whether items this questionable should be covered in an All-American, Sugar Free Dr. Pepper-drinking mag like this. Read the instructions and decide for yourself: "Blow on pipe, Pac-Man rises and pours out thousands of bubbles." Feeling his Cheerios, I guess.

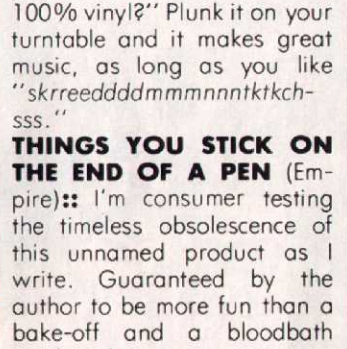
PUNCH BALL (National Latex)**::** Now here's something I can relate to. When those unmerciful attacks of Nervous Vowel Syndrome strike, I take this nitrous birthday cake and pound th' muthuh. Beats the scorched earth policy, doncha think?

CRIB AND PLAYPEN ANIMAL GRABBER (Fisher-Price)**::** Although these "soft handfuls of fun" bring up frightening anatomical possibilities, they're great for assigning your pet iguana as Animal Grabee. "Perfect for play," indeed.

SHOWER CURTAIN (Hy giene) **::** This is really getting out of hand, but how can you pass up a wrapper that promises "fiber content: 100% vinyl?" Plunk it on your turntable and it makes great music, as long as you like "*skrreedddd mmmnnntktkch-sss.*"

THINGS YOU STICK ON THE END OF A PEN (Empire)**::** I'm consumer testing the timeless obsolescence of this unnamed product as I write. Guaranteed by the author to be more fun than a bake-off and a bloodbath combined!

MAGIC SLATE PAPER SAVER (Whitman)**::** KID TESTED, the package claims. Bull! Us kids at VIDIOT have been performing some tests of our own. So far, we've established it cannot 1) swim, 2) stifle yawns, or 3) reduce speed to avoid an accident.



ACTIVITY BOOK (Whitman)**::** The single most useful invention since gyroscopic hubcaps, this 50-page collection is ideal for rainy days or just decomposing. Includes Tic Pac Toe, ghost bow ties to make, humor (Q: Why is Blinky so blue? A: He's just a shadow of his former self!), blank joysticks to color and even the recipe for an Energy Shake. Orange juice, eggs, honey and milk buds...*mmm-mmm!*

BUMPER STICKERS (Video Babies)**::** Just what you'd expect—"I brake for Pac-Man," "Have you hugged your left controller jack today?" and the inevitable "If power pills are outlawed, only outlaws will show up at IHOP."

BALL POINT PEN (Empire)**::** Sorry, not cost effective. Price is $1.50 and—no matter how you hold it—it won't point at even one ball.

PILLOW (Orton House)**::** Almost the size of a sofa cushion, this makes excellent knee padding for vid-kickers and can also be used to feign pregnancy!

THEME BOOK (Plymouth)**::** There's a real, licensed theme book and a fake one with pseudo-ghosts, pseudo-space invaders and pseudo-Italian carpenters. The punishment for such trademark infringement? Life imprisonment in the supermarket Jello aisle.

VIDEO CHAMP SWITCHBOARD (Transcriber)**::** Not an actual P.M. item but definitely a must. Hang it on your wall "to record names, dates and high scores. Establish the champion of your family or neighborhood!" Champion of what, lack of sales resistance?

HALLOWEEN OUTFIT (Ben Cooper)**::** A little late for this, I know, but honestly—how can you pass up *anything* with "extra-large eyeholes?"

BOARD GAME (Milton Bradley)**::** Says on the box this is as much fun as the arcade game. Sure. You dump a couple thousand white marbles on the board and your cardboard Pac-Man "gobbles" them. About as big a

PAC-MAN
in
INVASION OF
THE PAC-PUPS

Thomas Weschler

TWERP-FACTOR UP!

THE PAC-MAN CARTOON SHOW

Hanna-Barbera Productions
(ABC)

This is the first new cartoon show I've gotten any real enjoyment out of since the last Presidential Election. After all, considering the way cartoons are cranked-out these days, a combination of the worst aspects of *Gilligan's Space Doggies* and *Brady Kids Meet and Ridicule Yogi Show* seemed the most likely product.

The sight of decent visuals was as shocking to me as the free pantyhose offer on my last box of plastic forks. Not full animation, of course, but truly interesting backgrounds that look something like the Bizarro World (in *Superman* comics) redrawn by the old crew at Warner Bros. Fine color too, none of these flat turquoise backdrops and leaden lips.

Marty Ingels, the voice of Pac-Man, is a veteran mouthpiece of such cartoon characters as Auto Cat on *Cattanooga Cats* and good ol' Beagle from *The Tom & Jerry/Grape Ape Show*. As if I've really seen them! Yellowlips is a big wimp, naturally, but at least he's got a vague sense of humor. Top chuckle on the first show was dot-face busting somebody for "chomping without a license."

Bad guys are played by the usual ghosts—including a female sheet!—who wear derbies, porkpie belts and motorcycle gear to denote badness. Then there was the evil Pacula, a predictably dumdum take off on Dracula. This was the morning after I'd caught Jack Palance as that wacky historical bloodsucker, making the whole idea that much funnier. I mean, Jack Palance? What next, George Kennedy as Bride of Frankenstein?

It wouldn't be that surprising, considering the rest of the cast. Ms. Pac is twice as ridiculous as P.M. himself, and Baby Pac must be considered a serious evolutionary mistake. They're just plain *boring*, and magnify Pac Daddy's twerp-factor tenfold.

Like Pacula said just before his incarceration, "Nothing worse than a dull chomp!"

Rick Johnson

deal as the *second* worst helicopter crash in West German history, I'd say.

THERMAL UNDERWEAR (Union)**::** Despite the heat-resistant waistband, this item still is not mentioned in "Fun, Fun, Fun."

GUMBALL MACHINE COIN BANK (Superior)**::** Who needs a cure for cancer when you've got a technological development like this? 100 Pac-Man gumballs yours for mere pennies, nickles and dimes! I couldn't locate any gumball refills, though, so *chew slowly*.

CANDY (Ragnar)**::** Currently available only in sucker form

LUNCHBOX (Kedco)**::** Between the paint and the metal, this is a real toxic chemical waste dump of a container. Looks cute, but makes your food taste like the sweatband in an old motorcycle helmet.

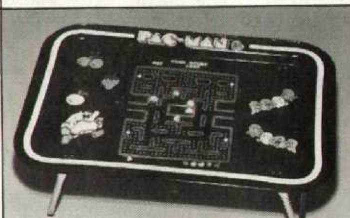
PORTABLE RADIO (Norelco)**::** Looks like a hollow-bodied bathroom scale and sounds like it too.

CLOTHES (Various Brands)**::** Every possible item of clothing can now be purchased with our little buddy's snoot on it. Shoes, socks, ties, t-shirts, undies, bathrobes, sweatpants, gloves, etc. That's democracy, I 'spose, but if you wear too many of these you'll look like a waterbed with a dead horse in it.

JEWELRY (Josten)**::** For the sophisticated set, these adorable 14K gold-filled (i.e. worthless) charms, earrings and pendants are easily the next best thing to canoe practice in the rain.

COLORING BOOK (Whitman)**::** For that special brat with the room-temperature creativity, these pix require a yellow crayon and a flexible sense of the absurd.

STICKERS (Fleer)**::** Unlike their baseball cards, which are so fuzzy you can't tell John Stupor from his mitt, these have been a frankly unbearable success for Fleer. I keep seeing 'em stuck on everything from mirrors to fishballs. In fact, I'm gonna start wearing 'em to the office instead of a garbage bag.



TV BED 'N' PLAY TRAY (Marsh Allan)**::** From the blip-eating fool to the folding legs, this is just what the world needed. That doesn't, however, clear up the controversy of whether this is for bed or play or both? And what do folding legs imply to you?

SOAP (Exclusive) **::** The carcinogenicity of this electronic byproduct has yet to be determined, so don't wash everywhere!

PUPPET (Meco)**::** Real hi-tech manufacturing job here. Take one of your old socks, sew a toothless smile to it then use it to gum the Theragran delivery boy to death for me. Pleez!

CARD GAME (Milton Bradley)**::** Fun level of this creation? Well, it's like what the guy on *Joker's Wild* said about skydiving: *"It's a lot like falling."*

SHOELACES (Kenco)**::** *Shoelaces*, that's what was missing.

DISPOSABLE BUTANE LIGHTER (Scripto)**::** Here's my own personal recomendation. Take all the Pac-Man merchandise you can find, arrange it neatly in a heap and apply this product. Pretend they're books or records! ■

I BRAKE
Ages 8-14
For 2 to 4 Players
MILTON BRADLEY Company
ANY WAY YOU ADD IT UP PAC-MAN = FUN
MB
PAC-MAN
A CARD GAME FEATURING THE CHARACTERS FROM THE POPULAR ARCADE GAME
PAC-MAN
PAC-MAN

Larry Kaplan

SEGA
TURBO

SEGA
TURBO
SEGA
TURBO
DEFEN

VIDIOT OF THE MONTH

DAVID JOHANSEN

If you don't believe that David Johansen is a bona fide vidiot, just turn on MTV any hour of the day or night. Dave's performance of the Animals Medley from his *Live It Up* LP is one the music channel's ten most played videos. On top of that, when he isn't onstage or in the studio making music that's funky but chic, you can usually find him clowning around with any number of gadgets at his local arcade. What a doll, eh?

photo by Larry Kaplan

ARCADE ACTION

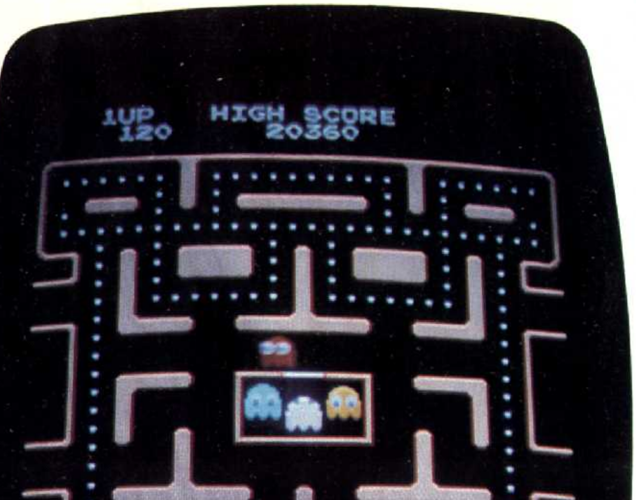
As a regular feature, VIDIOT will be examining the 10 hottest arcade video games as we go to press—telling you what's hot, what's not, and why. Each issue we'll also be focusing on a new game we at VIDIOT feel will become popular within a matter of weeks. This month's close-up is PENGO. Next ish? Stay tuned...

BY P. GREGORY SPRINGER

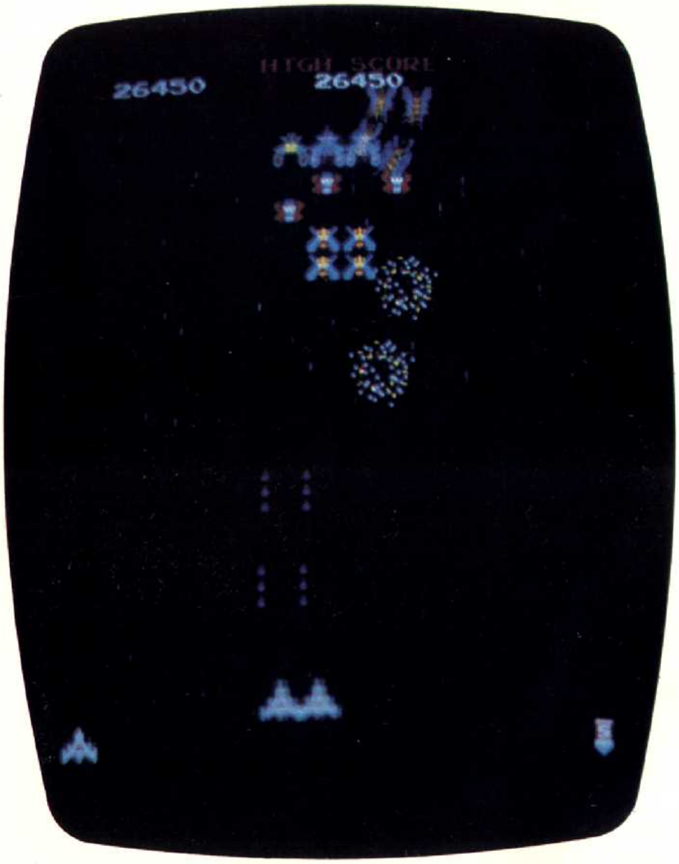
THIS MONTH'S WINNERS

1. JOUST
2. JUNGLE KING
3. DONKEY KONG JR.
4. MOON PATROL
5. TUTANKHAM
6. TRON
7. MS. PAC-MAN
8. GALAGA
9. TURBO
10. DIG DUG

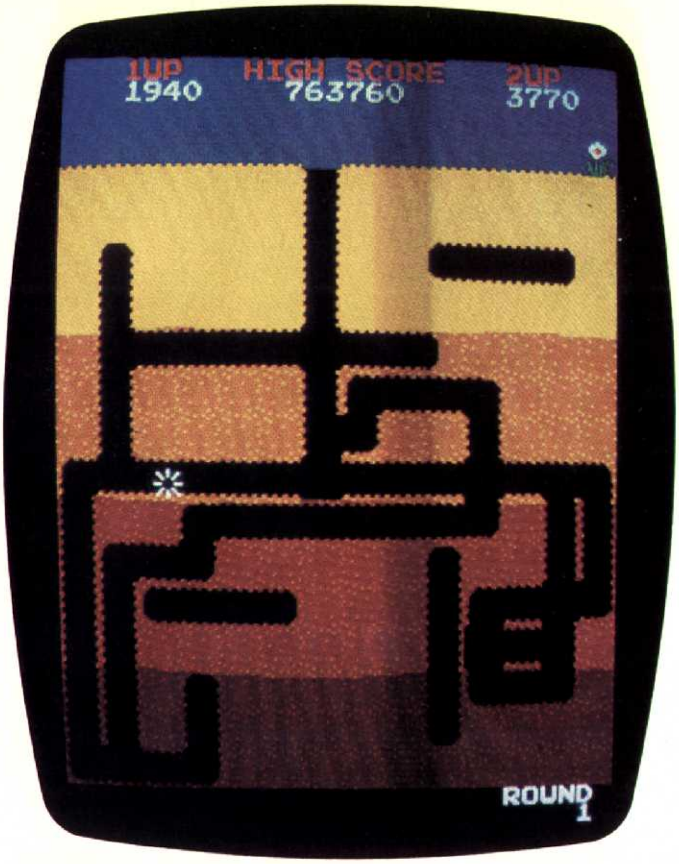
(Statistics based on reported Arcade Game Popularity Ratings by Play Meter magazine, Coin Operated Entertainment Industry publication. Ratings calculated November 1 for December 15 release.)



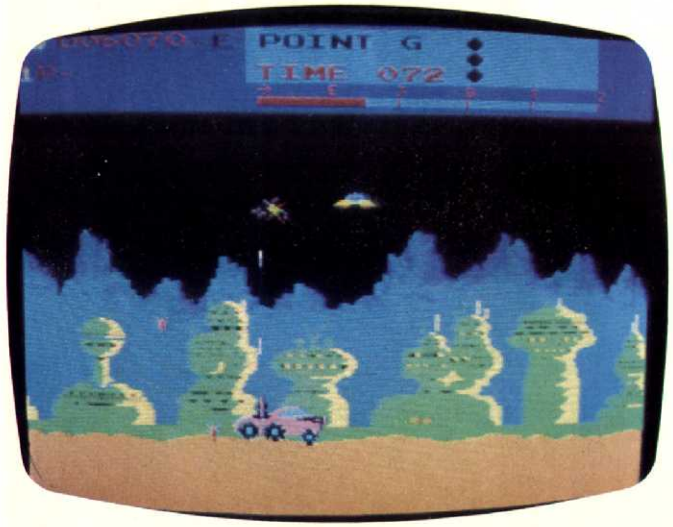
MS. PAC-MAN—In the sit-down cocktail bar and airport versions, no way MS. PAC-MAN is going to slow down for some time to come. Those bouncing fruits, that hair ribbon, those lovemaking blobs, the nasty ghosts... The game has perfect packaging for cute lovers everywhere who want no more than a joystick between them and happiness.



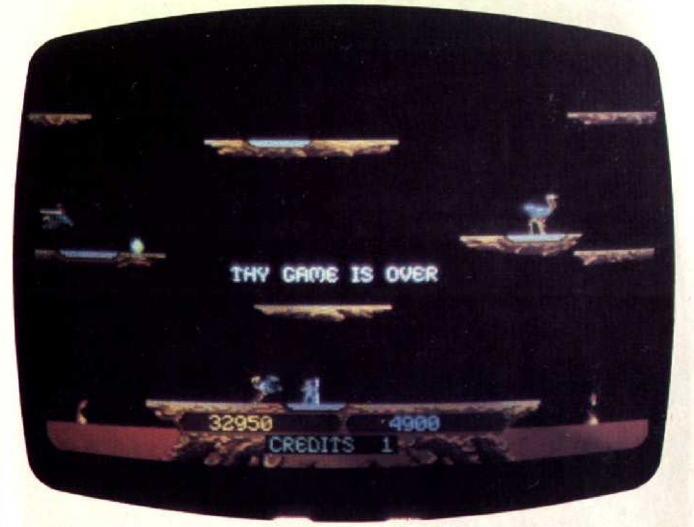
GALAGA—Of all the base-bound upshooting games since SPACE INVADERS, GALAGA has more variety to count upon. The musical announcements and challenging stages (even when the player learns how to shoot with double guns, fighting from a single infallible center spot) also have helped make the game a winner. Some call it GAL-uh-guh, some say Guh-LA-guh.



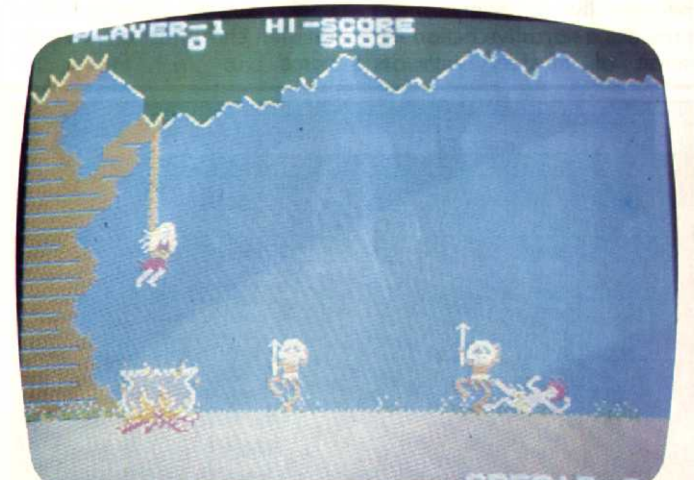
DIG DUG—Highly advertised and touted, DIG DUG's arcane story is hard to understand. A digger is attacked by little monsters who are trapped in his tunnels, until they turn into floating ghosts passing through the untravelled gravel. Drop two rocks into your tunnels and a veggie—carrot, eggplant, etc.—appears in the center of the maze. Oh, well. Don't try to understand it, just play it for now, because when conquered it can be played for over half an hour on just one quarter. That spells doom.



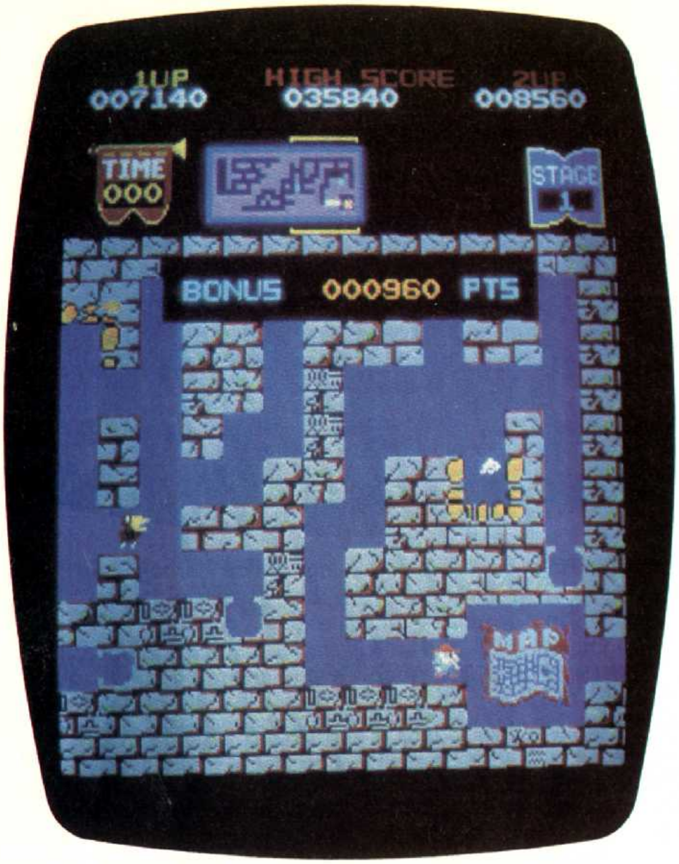
MOON PATROL—Williams acquired this Japanese game which is quite unlike their others. A landbound rover shoots in two directions against attacking spaceships and roadblock rocks. This magic jeep also has bounce capacity to avoid those treacherous potholes we all know so well. Like SCRAMBLE or ZAXXON or the other destination games, getting there is all the fun.



JOUST—An endless quest by Williams Corporation for unique motion graphics and challenging effects began with DEFENDER, STARGATE, and ROBOTRON. Now, the age-old art of mythical jousting has been brought to the 20th Century, and apparently the ostrich warriors who battle pterodactyls and egg-laying beasts have captured the imagination of arcade players. More likely, the ability to fly these battling birds by punching a flap button gives the game its special feeling. Controlling direction of these storks is no easy matter. They walk, skid, and can fly out of control by over-eager flappers. Tip: team up with a jousting partner against the beasts. Too few games allow the privilege, and JOUST is perhaps the only game in which a "team player" risks eliminating his partner with a poorly aimed attack.

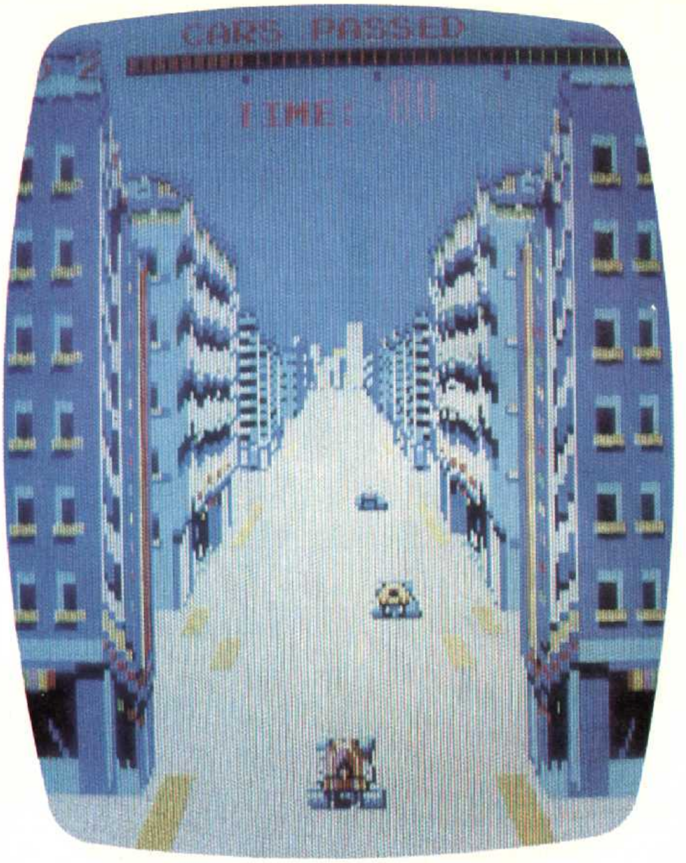


JUNGLE KING—Why JUNGLE KING swung into a high rating when other movie genre games (i.e., spy and western games) haven't is a mystery. With Tarzan's yodel announcing victory against alligators under water, or against native cannibals, or in leaping bounding rocks, the thrill is in living out the primitive urge. The romantic interboard smooching gets a little embarrassing, but MS. PAC-MAN or DONKEY KONG both benefitted from exploiting similar romance instead of the usual astral conquest. But rarely has there been a game where waiting, and waiting, and waiting, has played such an important part in winning, winning, winning. Waiting for those vines to swing into leaping range can be completely boring, or challenging, depending on how desperately you want to save Jane.


1UP
007140
HIGH SCORE
035840
2UP
008560
TIME
000
STAGE
1
BONUS 000960 PTS
MAP

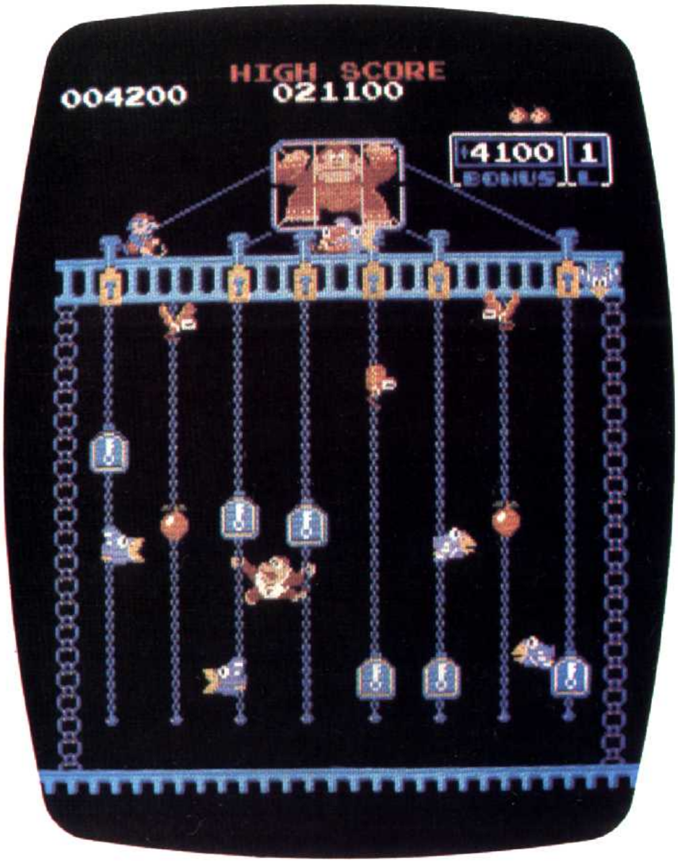
TUTANKHAM—After that tricky second round which requires going back for a second key to carry, Tut's horizontally scrolling maze provides a narrative action—a sense of mystery with its claustrophobic story space—that keeps interest going. What's beyond the puzzle? For that reason, TUTANKHAM could hang around mummified on the chart for a while to come.

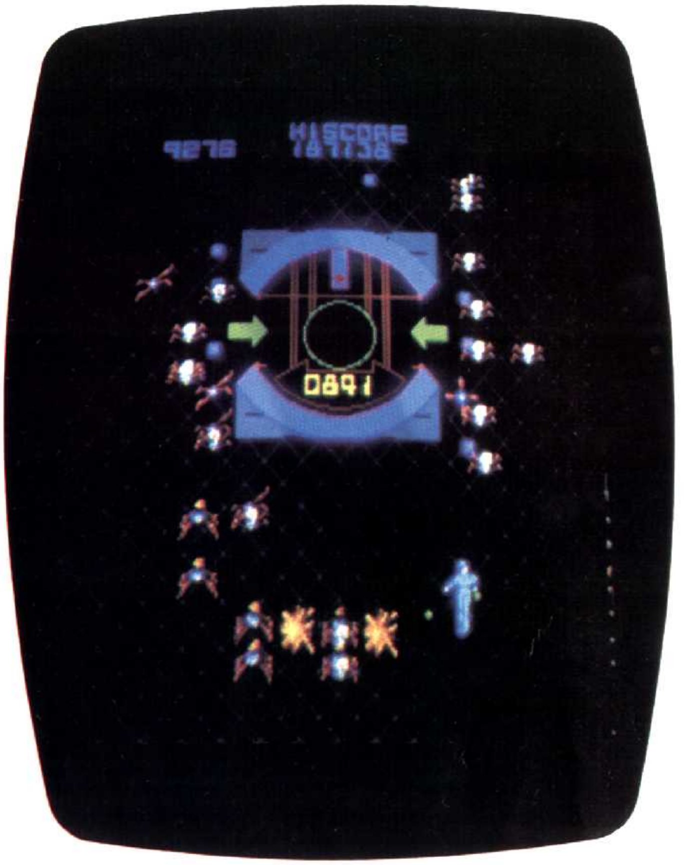
TUTANKHAM
STERN
FLASH


CARS PASSED
TIME:

TURBO—Sega's colorful graphics have made TURBO the road race to believe in, whether you take it for a leisurely country drive, a race through the tunnel, or the harrowing rush hour in Metropolis. Likely to spin-out in the last laps if replaced soon by a more complicated track. Otherwise, the race continues...

TURBO
TURBO



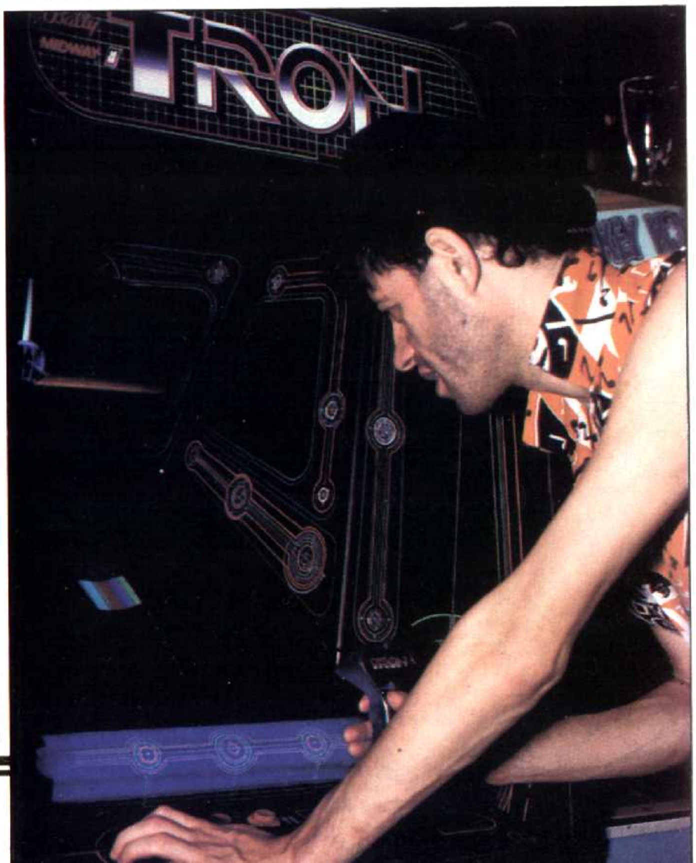


DONKEY KONG JR.—Spin-off games continue to gain popularity off the reputation of their predecessors. Little Kong climbing and scratching his way up the vines, after fruit and away from the munchers, is as cute as the bugs, and everybody has to try to save the lug. As an indicator of the fair play and temperament found in video games, DONKEY KONG JR. is probably the only follow-up game to switch protagonists, making the villain of the first become the hero of the second. Can you imagine a DEFENDER sequel in which we tried to move landers and mutants in a fight AGAINST the humanoids?? Forecast: DKJ will continue to climb up the chart, perphaps hitting #1 in the next survey.

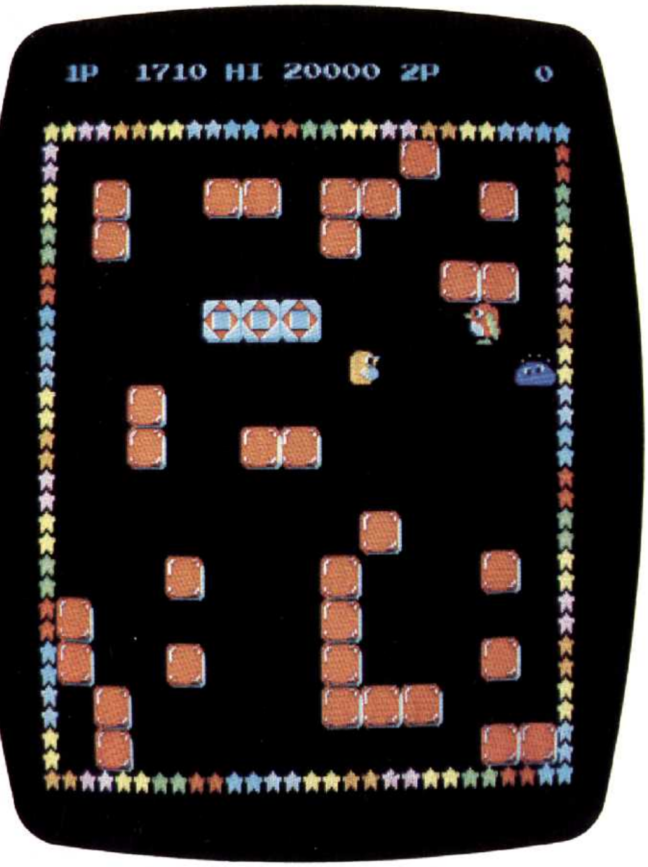
TRON—Initially, the Disney spin-off game drew more support than the movie itself. Even the electronic music on the TRON game is based on the theme soundtrack written by Wendy Carlos. The slick black-light look and quad game capacity has kept the game totally unique in the field. By now, TRON is probably on a slight downswing, but may be revived from time to time with re-releases of the mindblowing movie.

Bob Geldof, Boomtown Rat and star of *Pink Floyd's The Wall*, often plays Tron *to save the free world!*

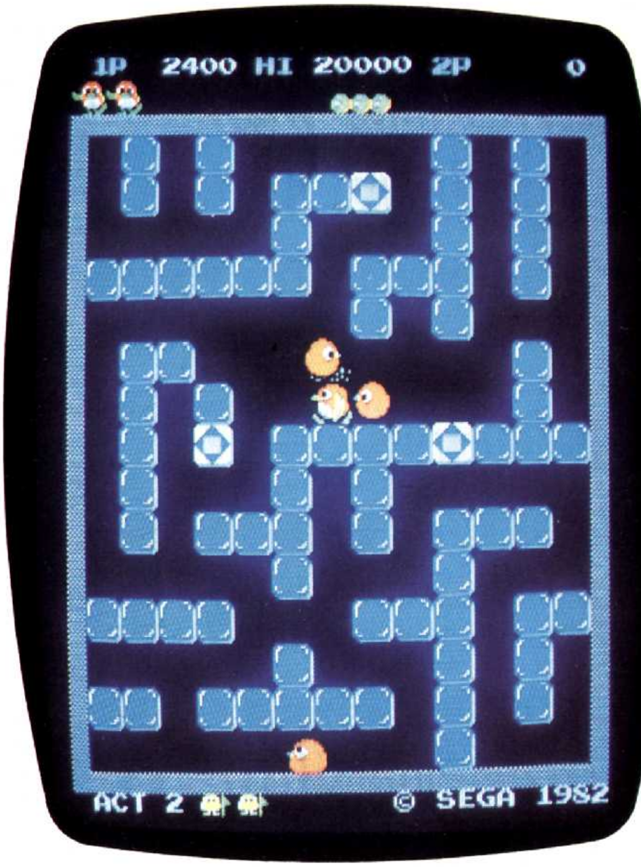
Michael N. Marks



ARCADE ACTION CLOSE-UP



THE ICE CAPADE: PENGO



Neat and nice and so precise, Sega's PENGO has a cool shot at the big time. With the surprisingly long-lived FROGGER and now PENGO, Sega has become the company of little critters with big appetites for quarters and tokens. Their high popularity indicates that someone has obviously found the soft spot in gamester's hearts.

Only the penguins and Sno-Bees have anything soft about them in PENGO. The landscape shown in the pre-game boards is a color-filled frozen terrain, lorded over by the endlessly shifting sky of reflected light. The penguins toboggan across the ice, coming up to greet the player in their gregarious fashion.

The penguins of PENGO try to move blocks of ice across the board, melting some and just shifting others. The board is a grid of 165 square spaces, most of which are filled by slippery blocks of hard ice. The random maze of blocks can be altered by pushing the blocks around. When two ice blocks are up against each other, a push by the penguin's control button "melts" it, disintegrating it into little pieces.

In addition to these cubes, every level of play has three diamond blocks randomly postioned on the board. The penguin must try to re-arrange his glacial living room to put the diamond blocks (which cannot be disintegrated) in a row. When he manages to do so, a star explosion illuminates and encircles his space, flashing with the intensity of a Las Vegas marquee.

Working against the penguin's retentive neatness are the Sno-Bees. These creatures also can melt ice blocks, but they aren't strong enough to push them around. Because the Bees can sting the penguin, he must try to smash them all with the slippery ice cubes or his diamonds before he's stung. Once the penguin has smashed the Bees, he advances to a new level of play, with or without having lined up the diamonds.

Between boards, the penguins march across the screen, sometimes affectionately tripping over their tails, peeping out of a barrel, or dancing in unison to Beethoven's "Song of Joy." The game operates in efficient maneuvers all around, espousing many values that computers sometimes inspire: the square, the neat, the clean and perfect.

MOVING: The penguin operator has two function tools. The joystick moves his penguin in four directions in much the same way that Pac-Man can turn only in right angles. Even when all the ice blocks in an area of the screen have been melted, the penguin still will only move within the invisible, prescribed maze. A kick button enables the player to shove blocks of ice or diamonds across the screen when they aren't backed up by other blocks.

The penguin can never shove two blocks at the same time: they stabilize each other. If he attempts to kick a block that is backed by another block, it melts—thus providing passageway for him to move. Sno-Bees eat through ice blocks with relish and can clear a board in short order.

There's a third function of the kick button. Whenever a Sno-Bee is walking along the outside edge of the game, the penguin can kick the wall to "freeze" the bee, temporarily rendering him immobile and harmless. If the penguin walks over the Bee while frozen, the Bee is destroyed (although for less points than if crushed.)

SCORING: A Sno-Bee that is crushed by ice earns the penguin 400 points, probably the single most regular way of getting ahead. The quicker all the Bees are eliminated, the bigger the bonus.

When a board is finished a time chart is shown with the bonus announced. A minute or over earns no bonus. Fifty to 59 seconds earns only 10 points, but if done in less than 20 seconds a whopping 5,000 points is given.

There are at least three Sno-Bees originating in the corners of the grid when the game begins. The penguin is in the middle. In addition to these living Bees, a number of the ice blocks contain Sno-Bee eggs which will hatch if the game goes on too long. These ice blocks flash at the beginning of the round and when they are about to hatch. (The total number of Bees per round ranges from seven to 12 or more. One can keep track of how many Bees are left by observing a little row of eggs at the top of the board.) If the penguin can quickly observe the location of the flashing blocks and memorize them, he will earn 500 points for each one he crushes before it hatches.

Two Bees crushed by one well-aimed sliding ice block earns 1,600 points. Three gains 3,200.

A Bee frozen by the wall and walked over gets the player 100 points.

Every block of ice the penguin melts earns 30 points. Though this is a slow way of accumulating points, it eliminates the "ammunition" of sliding blocks, and it makes the penguin more vulnerable to the advances of the approaching Bees.

If the line of diamonds is achieved, 5,000 or 10,000 points are awarded, depending upon whether the line was created within the playing space rather than up against the outer wall. Also, the Bees are all temporarily frozen for a time following this monumental event, and can be crushed or walked over without danger.

STRATEGIES: Frozen Bees should be crushed (400 points) rather than walked over (100 points) whenever it's at all possible. To do this, freeze the Bee (or Bees) by kicking the wall, walk away from the wall to push a convenient block up against the wall, then return behind the block and push it to smash the Bees. They remain frozen for several seconds, usually long enough to get the job done.

You can even freeze a Bee when a block is already in the path between the Bee and the penguin. Then, a crush is readymade for the extra points.

Usually it makes more sense to melt egg blocks at the start of the round, when their location is fresh in the mind and the living Bees are still at a distance. However, to get the big 5,000 bonus in the early rounds, the best strategy can be to crush the few Bees as quickly as possible, ignoring both the unhatched eggs and the diamond line.

Be careful how you shove your diamonds. Try to keep them within the playing field by lining up support blocks of ice. If you try to get the lesser bonus by lining up diamonds, be careful. Two diamonds together on the wall can't be moved in any direction, and a diamond in the corner can't be moved either. They are stuck there.

When only one Bee is left uncrushed, it will attempt to run away to a corner and disappear. You should crush it before it gets there. A little musical tune informs you of its intention to flee, so you have some time to crush blocks, arrange the diamonds, or try to crush the little stinger first.

After the last Bee is gone, a few seconds remain before the board is cleared. That gives the penguin time to melt some ice blocks—perhaps three or so—for thirty extra points each. Remember that in order for a block to melt, it must be placed up against a wall or another block. You may still have time to move around blocks to melt them, but be quick.

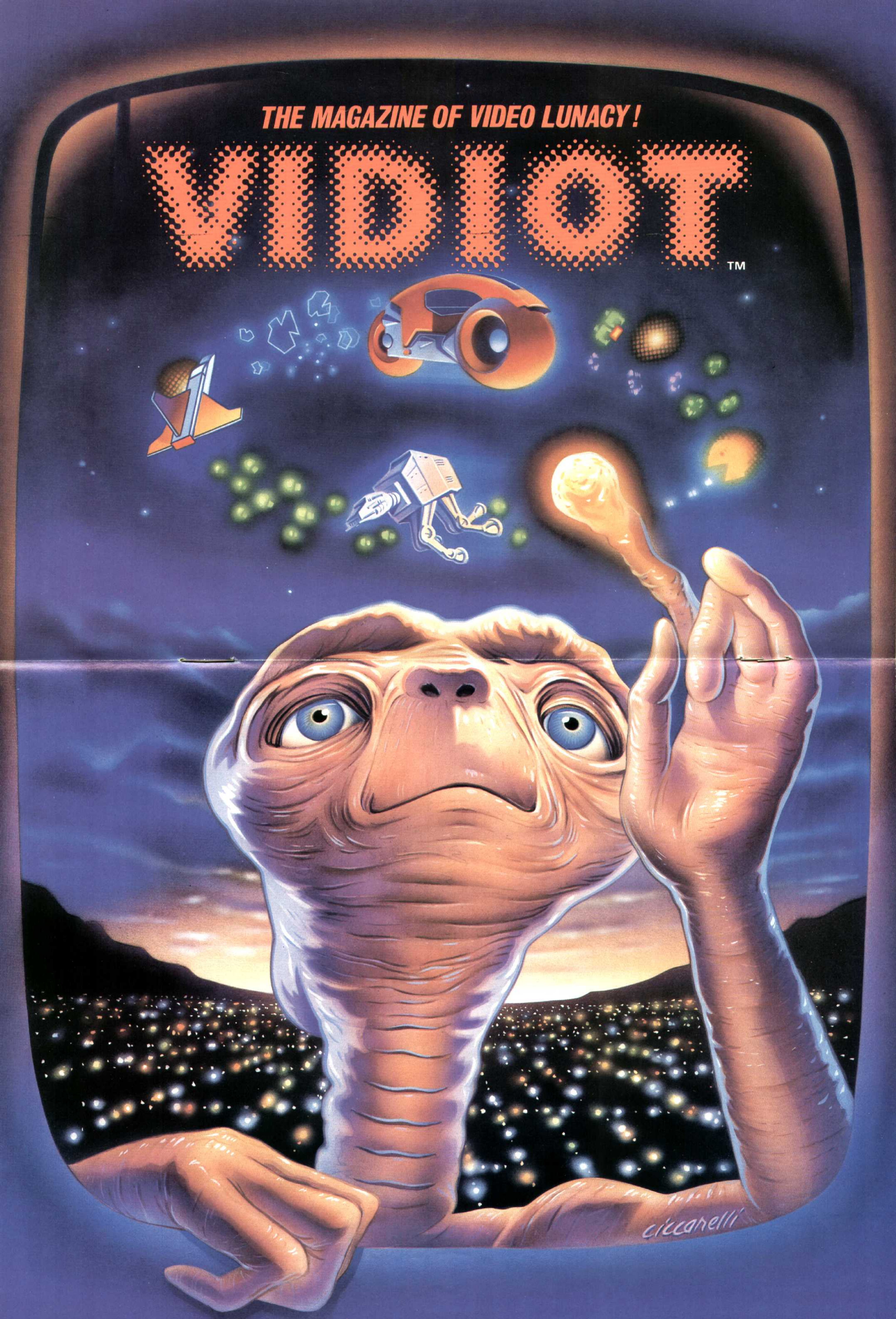
CONCLUSIONS: The Sno-Bees come out in various colors, numbers and speeds: green, red, yellow, white, ice blue, yellow #2, etc. New penguins are added when 30,000 points are won, although this may vary from machine to machine.

PENGO is a simple game to comprehend, yet it has more than enough unique facets to make it interesting for both casual and hardcore players. Played on a basic level (crushint the Bees), you get a good run for your money. Played for high scoring, there are opportunities for multiple concentration tasks: memorizing the eggs, timing multiple crushs, freeze capacity for fancy footwork, and the architecture and geometry of organizing a special line.

Because there's more than one way to skin the frozen Bee, different routes of action will work for different people. Patterns of play will be determined in time, but they'll have to be employed in spontaneous configurations. No rote pattern books are going to help here.

Pac-Man won popularity by being the first game simplified enough for anyone to play, even a one-armed midget. PENGO isn't that revolutionary, or that problemmatic, but it's a good slide on the ice that's bound to attract players for a while, like Bees to ice.

Pengo
SE
Pengo
Peng


THE MAGAZINE OF VIDEO LUNACY!
VIDIOT
TM
ciccarelli

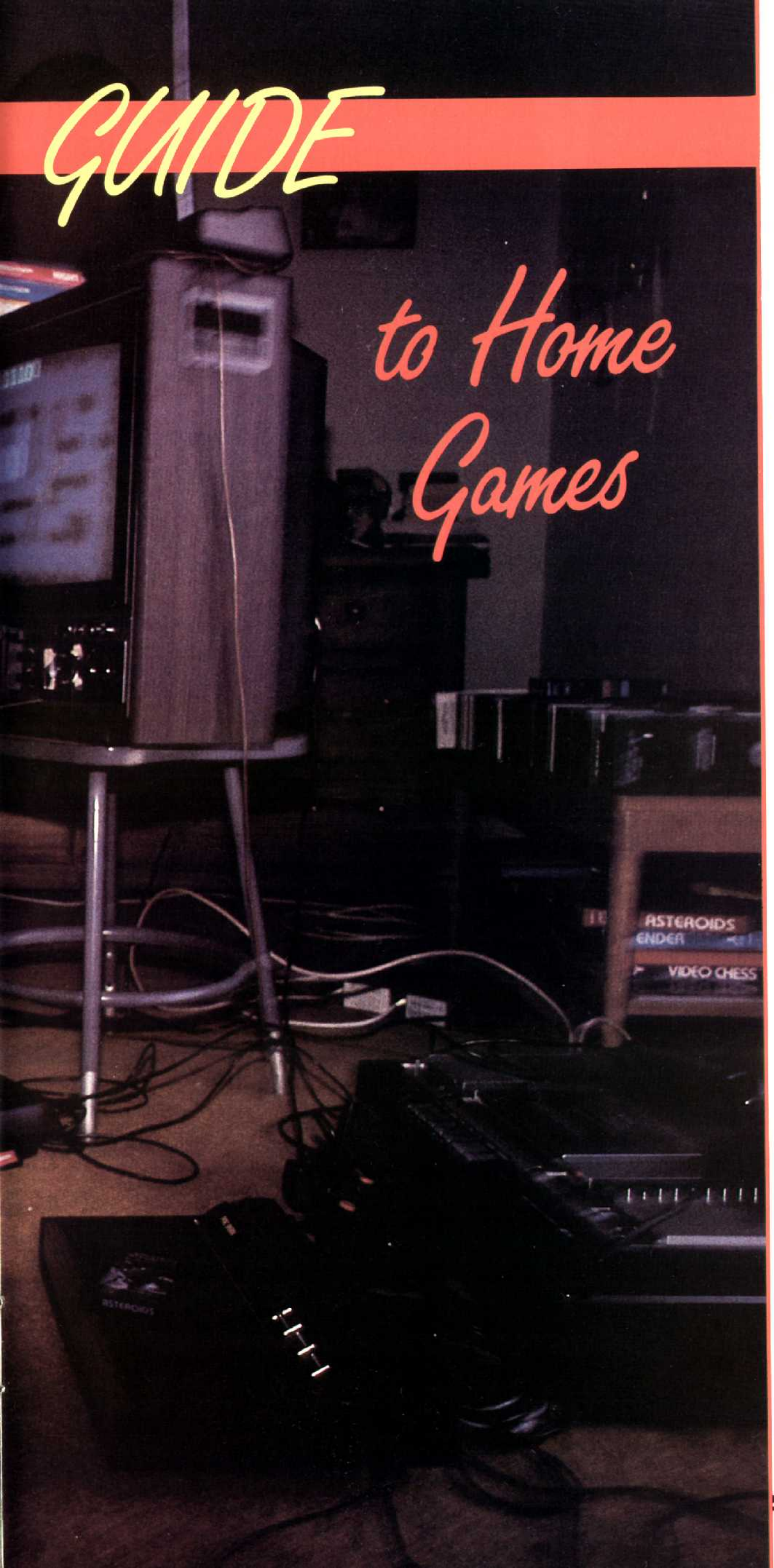
VIDIOT'S CONSUMER

STEVEN BISHOP IS A *VIDIOT!*

Maybe he ain't got such pretty legs, but you don't *need* 'em to spank ghosts and blast alien vermin. Putting Steven in a room full of video games is like leaving the key to the Ladies Room in charge of Donkey Kong, Sr. He'll play *on and on* until his leg hair vaporizes as from a cracked Tickle Bee!

photo by Lynn Goldsmith

GUIDE to Home Games



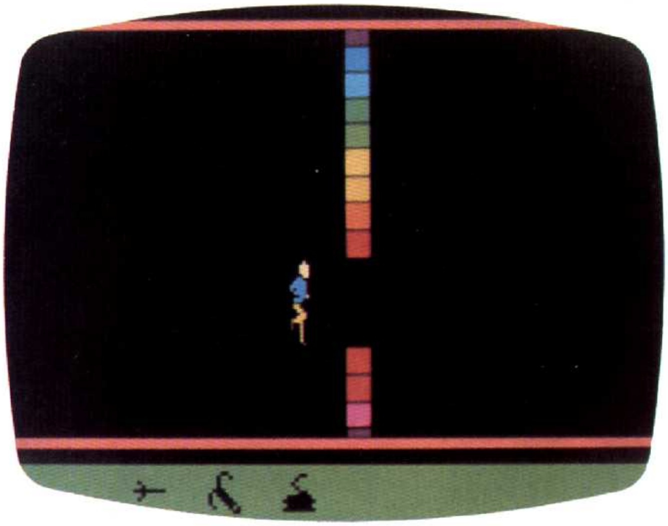
BY ANNENE KAYE
WITH SIMON FELLOWES

Pardon my cheek in presuming to do any kind of summation, however I find myself here under duress (I know, I know...that's the very worst neighborhood to be in; sort of the Avenue D of your mind), assigned to write a guide to the bulk of the Atari Video Computer System. I feel I owe you some kind of explanation as to why I'm doing this, so here it is.

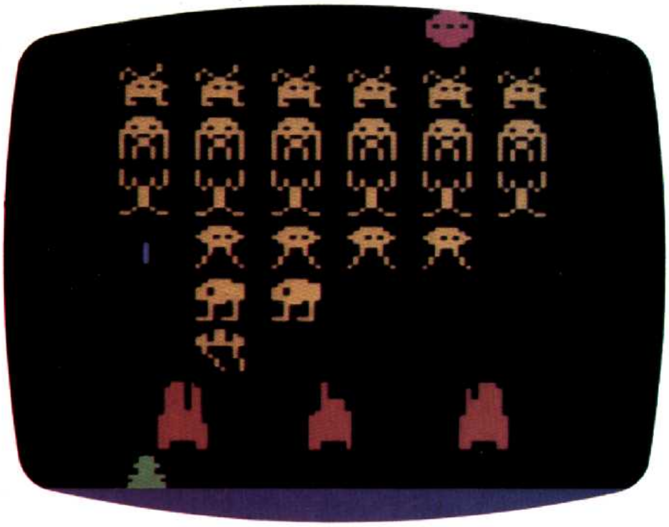
About two years ago, my father the doctor (you can call him Herbert Kaye, Developmental Psychologist At Large) became interested in researching the value of the application of computer games to aid the learning disabled in overcoming sensory motor problems. After a year of impassioned pleas/hard-sell missives, Atari had a representative contact him to express their interest. When he inquired into the possibility of acquiring some literature he was asked if he owned any of the games. As he did not (us being a semi-academic household), they saved me from the embarrassment of running into Dad and his notebook crouching in the corner of Playland. They sent us a little black Atari VCS console and eight games, two days after the initial phone contact. Sometime later we were the recipients of a huge box containing the rest of the catalog, approximately 35 games at the time. So we all sat around slack-jawed pushing buttons for a couple of weeks.

About two days after the first eight games had arrived, Channel 5 called and said that Atari had recommended that my dad appear on a show as an "expert" on computer games in education. Suffice to say he was rather amused to find out that he had become the World's Fastest Expert, having only played arcade games "about twice" before receiving the home set. He told them that no, he could not come down and tape the show tomorrow; he would have to do some research. Taping was delayed for a week.

I got to stay home from work to watch my dad on Bill Boggs' *Midday*, not one of my favorite shows by any stretch of the imagination. For those not in the know, Bill is a combination of Donahue and Merv, trapped in the body of someone you might run into at a singles bar uptown; y'know, part of that "new breed" of talk show hosts (yes, they're breeding them now). My poor unsuspecting pater thought he was to be given the floor for a few moments to rationally discuss his project. No one had bothered to inform him that he would be participating in a sensationalist debate designed to hook the hausfraus called something like "Are Video Arcades



Earthworld is the first of four games planned in the Sword Quest series. If you win all four first—you could win big!



For many people the first video game they've ever played, Space Invaders can invade *your* living room now.

Turning Our Children Into Homosexual Mass Murderers?"

Look, Look! There's my *dad*, in one of his best suits! On one side of him sits a rather intelligent man who seems terribly put upon by all this banality. He is the owner of a plush arcade. He is wearing LOTS of jewelry, not a habit that inspires much confidence for your average mom unless the wearer's Liberace. On the other side is another man who owns a regular arcade, who, sad to say, is a bit shifty-eyed. The opposing panel? A mother, a school principal, and a psychiatrist, all who claim that video parlors are breeding grounds for Kiddy Porn, Dope, Thievery, and "Chicken Hawks." The audience is full of horrible kids from some cushy private school who know as much about video games as Fred MacMurray does. The kids earn my eternal hatred by getting up one by one and asking the same two stupid questions over and over. The mealy-mouthed little creeps should be *roasted alive* for going on television and trying to ruin the fun for the rest of their peer group. We can't all have summers in the Hamptons playing mixed doubles with Candy, Biff and Roddy after all. I don't even know which side won the debate, since no one but Bill got a chance to talk for more than 10 seconds at any one time.

When Atari finally stopped being the bogeyman and became a way of life, they didn't need to legitimize themselves and Dr. Dad soon lost touch with them. However, we were left with uno petite reminder of the whole experience...

ADVENTURE

Simon and I are propped up in my parents' living room after a ridiculous weekend of too many nightclubs and drink and not enough sleep, surrounded by cartridges and consoles. Since I had the rougher weekend, I get to lie prone on the floor with the notebook, my motor control having abandoned me days ago when it realized that the ship was sinking, leaving me as a prime candidate for my father's research. My co-author, who hails from the mother country, is facing a home system for the first time, struggling through the "adventure" of finding a color-coded key to some mythical door on a black and white TV. So don't buy this game if you don't have a color set—in fact, don't buy this game at all, especially if your attention span is as short as the hair on your palms. The instructions are not very instructive and the cartoon psychedelic castle and its occupants are but a poor man's Dungeons & Dragons.

AIR-SEA BATTLE

For nuclear enthusiasts everywhere: now you can relive the utter pointlessness of the Falklands without making an international spectacle of youself (by the way, did you know that if the war had gone on for another day Britain would have surrendered?).

The VCS system: has it got the market cornered?

6572
WARLORDS
ASTERO

Twenty-seven games...sometimes you shoot at targets, sometimes at each other. Your ships pass in the night and occasionally blow each other up, just like in real life! So much for politics and metaphors.

ASTEROIDS

A classic, whatever that means. Actually Asteroids is one of the most functional games, even though the joystick has little relationship with the insides of the TV, causing the illusions produced by the vacuum of space to be much more realistic, as your projectile leisurely saunters over to its target. Maybe they ought to make the wires shorter.

BACKGAMMON

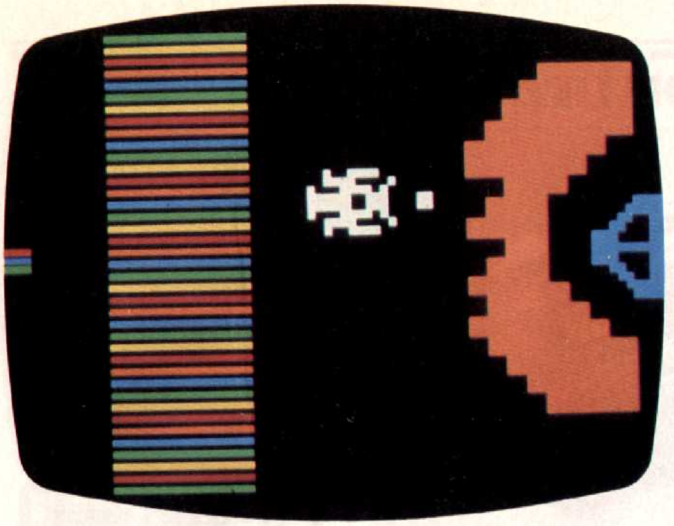
Guess what *this* is, folks! Anyone who would play this on a TV is missing the whole point of the game, which is to have a slick expensive version carved out of ivory or something. All you swinging bachelors out there know the impact you make on a chick as you whisper "Hey baby, wanna...play?" Romantic, eh? Get out your paddles, boys, as you huddle 'round the TV with the gals to play this sexy thang to the tune of whistles and beeps. For tedious couples everywhere.

BASKETBALL

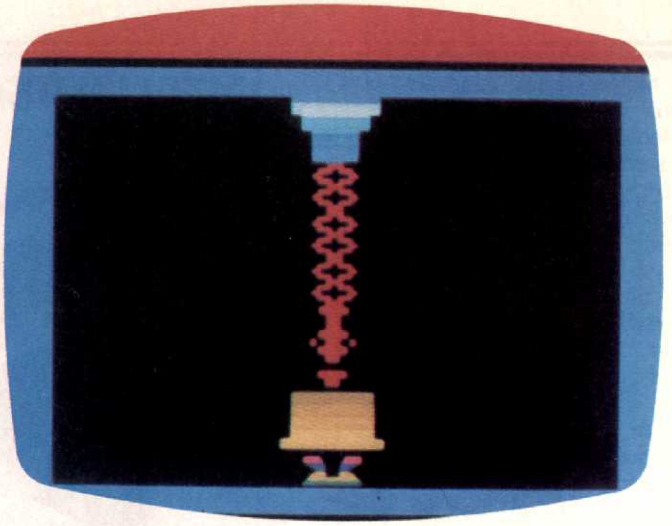
As it was in my high school gym class, I don't care enough to figure out what's going on. Keep in mind that on the basic skill levels it's all one-on-one. Players run by moving one leg, resembling monkeys that have accidentally soiled themselves. For stupid seven footers.

BOWLING

On the other hand, this one is for 3-year-olds, blind 8-year-olds, and fat people under 5 feet tall. Your little man *jumps up and down* when he gets a strike



Yar's Revenge has proven to be one of Atari's hottest selling vid games to date—and it's getting bigger.



One of the more significant film-to-vid screen home games, Raiders Of The Lost Ark brings the thrills of that film home.

or a spare, leaving you free to sit and yawn. Almost as exciting as the press release I got from Billy Idol's record company revealing how many pins he had racked up the previous Friday in Alan Platt's fashionable alternative club located in the BowlMor lanes! The catalog says, "This is one of the most exciting and challenging ways to go bowling." There goes Atari, lying again.

BREAKOUT and SUPER BREAKOUT

We'll just stick with Super, shall we? The concept, or motivation behind this

ATARI 5200

As you all know by now, Atari's new 5200 system is hot stuff. El sleeko design, screen graphics improved to a point almost Faygoesque and a universal controller featuring a joystick so sensitive, you should have it checked out by explosives-sniffing dogs before you touch it.

Adjusting to the new format is actually quite enjoyable. It's so easy on the eyes, not to mention the pleasure of doubling your score every couple of games as you improve. And if you slip? Hey—just abort screen! This too is satisfying.

With the above stipulated, let's take a quick peek at some of the popular cartridges upgraded for the 5200.

Super Breakout is included with the new set-up. The flashy colored bricks look good enough to drink, and when they're hit, they crack up like little Pac-Men screaming in pain.

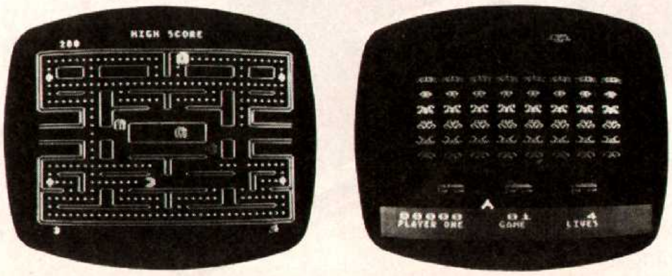
There are three new variations of the big B.O. In Progressive, the bricks march toward you like crunched Space Invaders. In Double mode, you must deal with two bouncing balls, and in Cavity the two balls are socked away so that they don't come tearing out until you throw 'em some chin music.

The sensitivity of the joystick is ideal for my favorite move, the Blind Swipe. I *need* it too, because the computer loves to throw you a ball just like the last one you missed.

Let's get two minor complaints out of the way quickly. The cable from the console to the controller is a bit too short and gets in the way. And those plastic overlays for the keyboard aren't going to last through many hard-fought contests.

Another solid update for the 52' is **Space Invaders**. Not only are the pics and sound much better than the VCS version, but you now must tangle with 48 uncooperative aliens. The absence of the dreaded invisible invaders is more than made up for by 12 levels of difficulty designed to turn your reflexes into vibrating mush.

The 5200 versions of Pac-Man and Space Invaders—how arcade-like can Atari get?



Pac-Man is finally available now in its true arcade form, an indescribable improvement over the VCS layout. The fluid run-and-gun style of the original is reproduced intact. No more of the static, presumed-dead "action" of the previous cart. Plus, the zany intermissions of the big boy.

Another startling improvement is the new **Missile Command**. There's just no comparison to the 2600 contest of the same name. Smooth-running but deadly missiles spring out of a considerably more menacing sky to wipe out cities that look like cities and not crooked little blue houses.

These 5200 updates are all somewhat more difficult than the VCS versions, making them that much more rewarding to stomp. You know the old Challenge Theory and its "more fun to compete" corrolary. All true this time, so treat your eye/hand skills to some new reflex chow.

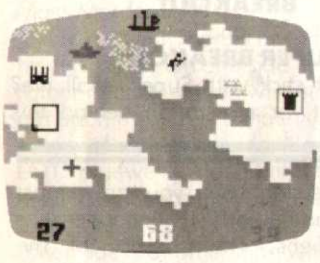
—Steve Kenyon

INTELLIVISION UPDATE

Mattel's Intellivision system has an awful lot going for it. Measurably improved graphics are the biggest plus. Some controversy surrounds the controller, however, which features a disc instead of a joystick. It performs beautifully in games like Major League Baseball and NFL Football, but can be troublesome in hot-action contests. Intellivision continues to evolve, however—the new Intellivoice module provides for computerized talk-talk and the second expansion module will allow I-tell to play all Atari VCS carts as well.

ASTROSMASH

Intellivision's expandable console.



UTOPIA

Highly innovative strategy contest that might shut up the Surgeon General for a couple minutes. You get your own banana republic with an electronic populace that cannot impeach you. Better yet is a free supply of gold bars, although they're supposed to go for feeding and educating your countrymen instead of computer generated M&M Pounder bags. Ho hum. I especially liked buying mercenaries to attack the neighboring isle.

MAJOR LEAGUE BASEBALL

This is one amazing cartridge. You control all nine players on your team and can indulge in stealing bases, double plays, swinging "inside out" and experiencing the emotion of being an hour away from second base. The directional disc *must* have been invented with this game in mind. Running, pitching and fielding are accomplished with minute, touch-typing like moves. Lacks only the squirt of tobacco juice.

NFL FOOTBALL

Vastly superior to other football games. Only five men per team but you get over 150 different plays. Strategic complexities of the game and actual footlife complement each other to stunning degree. Me, I want some cheerleaders to carry me off on their shoulders after the game.

PBA BOWLING

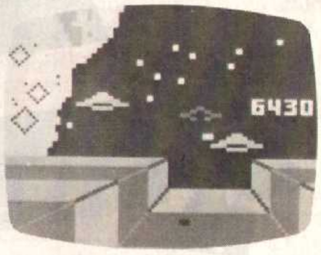
More realistic than one would expect. Besides the standard elements of heaving that ball down the alley, you'll find variations like ball weight and lane slickness built in. The scope and dimensions of bowling seem more adaptable to cartridge play than sports like lacrosse and Yahtzee.

SPACE BATTLE

A hard case here. While you're busy defending the Mother Ship on one screen, you also must take it to the enemy on a second screen. Engrossing once you get the hang of it, but you'll be vehemently cursing your cursor the first few times you press Return To Base when you meant to press KILL.

ASTROSMASH

The usual Space Invaders and Asteroids influences are combined here in a graphically excellent strategic game. Devise your own Rhythm Method and stick to it. Autofire is always a nice feature.



STAR STRIKE

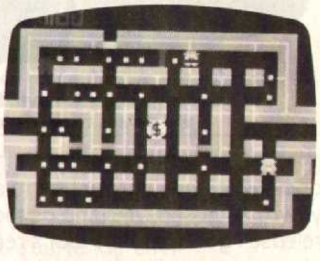
A great looking effort. You buzz around a somewhat suggestive Launch Trench, shooting at "Hot Targets" and trying to protect Earth from conversion to Endust. Takes a while to learn and it's worth it.

Mattel's new Intellivoice module adds new dimensions to verbal warfire.

INTELLIVOICE
VOICE SYNTHESIS MODULE

NIGHT STALKER

Another fine looking maze contest. Dim-witted spiders, personable bats and a series of killer robots chase an actually human-looking player who must go grab a new weapon every few shots. Appears slow in the early going, but the speed creates great ambush opportunities.



LOCK 'N' CHASE

One of Mattel's less complicated, strictly-for-fun games. You're a thief in a maze full of goofy-looking cops trying to nail you. You steal gold coins, antique hairnets and other treasure, then try to lock the police in the janitor's closet or fungo storage facility.

SPACE HAWK

Here you are, lost in space without so much as a snapshot of Angela Cartwright. It's just you, your backpack jet and an always-charged Gas Blaster. Intriguing action joined to very 20th Century attitude is perfect for the very essence of space games. I mean, you can put yourself in Drift Mode without having to worry about that tiresome inertia.

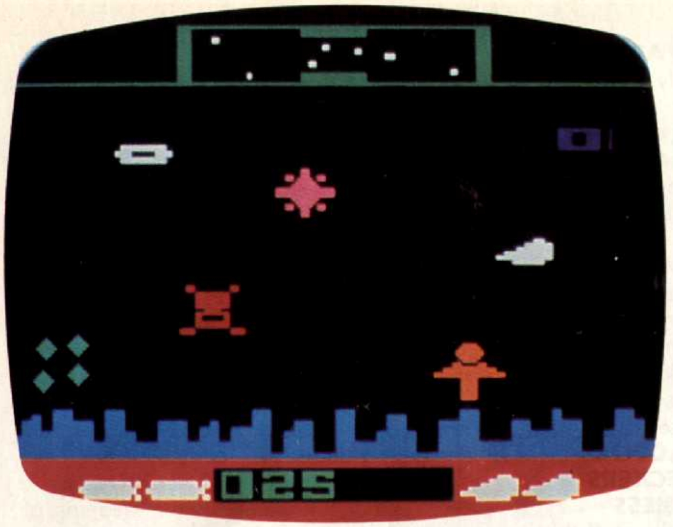
MICRO SURGEON

Silly but fun for toddler Operation fans. Using the *Fantastic Voyage* method of healing, you zip into the patient's body and take off after various diseases and physical complaints. Super colors and 200 different patients. Best touch is the bill you give the poor sucker at the end.

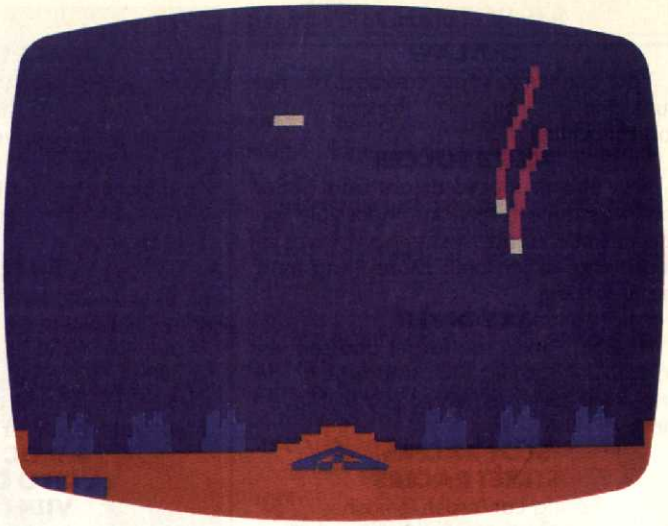
SPACE ARMADA

Uncomfortably derivative of Space Invaders, this will at least keep you off the streets for awhile. Exterminating aliens is always rewarding and they go "poot!" and vanish in a cloud of scarlet particulates when you hit 'em.

—Steve Kenyon



Long an arcade game favorite, Defender comes home and becomes a whole new game.



All that's missing from Missile Command is the white rotary ball—and that's coming soon!

one is that you're breaking out of jail by playing raquetball with cannon ammo. When you dispose of one wall, another appears. Didn't Pink Floyd make a movie using the same concept? Didn't it stink?

CANYON BOMBER

You know that coma you've wanted to sink into but just didn't have the time for? Well, here's your chance. We ripped into this virgin box and found a combination of Breakout and Air-Sea Battle that practically played by itself to a running soundtrack of wet, very personal noises.

CASINO

I like Casino—it's one of the only games you can play without moving your hand much. In these hard times, though, it's a strain to throw around money even if it's theoretical. Simon sez: "More mindless than Vegas. Strictly for Libby and Boober."

CIRCUS ATARI

The thing I can't figure out about this particular game is why anyone would want to play it. Can you imagine saying to yourself, "I think I'll go play a few rounds of Circus Atari"? Especially when it consists of bouncing a clown off a trampoline head-first into square balloons. To top it all, if you don't catch your clown on the rebound he plummets to earth, splats all over, and lays kicking and dying for a few seconds only to be reincarnated in time to bounce off the next line of balloons. Might give children funny ideas. More likely not to give anyone *any* ideas.

COMBAT

Wombat? I put down my joystick to take a note and it took Simon about 90 seconds to realize that I wasn't playing anymore. Some amusing games, the invisible tanks and rebounding bullets are OK. The airplane games are nothing but dogfights with real dogs.

DODGE 'EM!

Dodge WHAT? Dodgey! A chance to show your driving "skill."

FOOTBALL

First of all, playing American football with a Brit makes about as much sense as sticking your head in a blender. You have to program and memorize plays. The little beetle-like players keep scurrying into the corner for a pick-me-up. All you have to do is push the button once and the pre-programmed plays send the boys through their moves. You can control this about as much as real football on TV. Buy it if the strike is upsetting you. Simon says: "They probably already *have*."

FUN WITH NUMBERS

This one is educational. So they forgot to send it.

GOLF

Akin to banging your head into the wall repeatedly. More complicated than real golf. Joystick really fails on this one. As played by Swahili warriors. (Simon: "And the Ramones.")

HANGMAN

Or in this case, hang the monkey—with all the obvious implications. Another troublesome mini-mind maneuver. Simon became upset at the computer's pro-American stance when I pointed out that according to the clue he had just got (_ O _ O _), the word in question was probably "color" (anglo spelling: *colour*) and I wasn't going to sit around all night while he flailed around with it.

HOMERUN

Simon: "Why do all the players have such big noses?"

"That's their caps, you moron!"

Simon: "Can I go yet?"

HUMAN CANNONBALL

Propel the little man out of the cannon and into the vat of split pea soup. If you miss, the word "ouch" appears as his crumpled body. Not for those with weak hearts. Good practice for throwing cats across the room at precisely the correct angle.

INDY 500

The "special Paddles" that come with the cartridge look the same as the regular paddles, except they have "driving" written on them. Every game must have its gimmick. Nothing to do with Paul Newman's Salad Dressing at all. (Simon: "And nothing to do with fun, either.")

MAZE CRAZE

Not for the intelligent/sensitive/inspired/sensual. But good for a laugh or two. Has one of the best soundtracks, plus—you get to run away from policemen and actually *win*...

MISSILE COMMAND

I had been waiting all day for it: Simon's diatribe against video games. He spoke at some length about the anti-social violent aspects of the games, the games' insultingly low I.Q. level, ego falsification and the fact that the games themselves were such poor imitations of the real things. One of the aspects of it that mildly bothered him was the appearance of arcade games in various nightclubs, giving people even more of an excuse not to talk to each other. I remain unconcerned with these aspects because I can see what the next big fad is going to be when Video bites the dust. It's not going to be holograms—it's going to be Random Poisonings. So if Atari wants to stay on top of things they'd better make up a Tylenol Terror game quick. Oh, Missile Command has the best soundtrack.

NIGHT DRIVER

Simon's fave: "This is the one, lads. Turn off your brain and follow the dots, put on your Steppenwolf and get smashed." The closest you'll ever come to being James Dean.

OTHELLO

Another kind of "skill." You can actually figure it out by reading the instructions, which usually only manage to confuse and annoy.

OUTLAW

Your chance to knock cowboys on their buns and blow up cacti. Pretend you're John Hinckley!

PELE'S SOCCER

This also produced a rant from Simon that was quite funny but impossible for you to understand, seeing how it was all about English football. More tiring than the real thing.

SKY DIVER

Another "miss the target and see 'em go sppllatt" game. Kids that watch Tom and Jerry cartoons religiously will love these.

SLOT RACERS
STREET RACERS

Two boring car/crash/smash groovethangs. (Simon: "Really, *really* boring.")

SPACE INVADERS

The great grandaddy. "Interesting" variations, more shoot-'em-up mentality. At this point we were both cross-eyed with fatigue. There is nothing that can be said about this that hasn't been said before, and besides—I'm tired of these silly things.

SUPERMAN

Does anyone out there know how to play this? If you *have* managed to figure it out, WHY did you manage to figure it out? Frighteningly useless. (Simon: "The first excuse to hurl kryptonite at your TV set.")

3-D TIC TAC TOE
VIDEO CHECKERS
VIDEO CHESS

Yeah, yeah, this is the stuff that dreams are made of... Simon, who is proofreading the first half of all this, stops to query as to the possibility that Atari is actually run by Vietnam War vets. Yup yup yup.

VIDEO OLYMPICS

On the level of the original PONG. You need a hell of an imagination to think anything is going on here. Boxes and more boxes.

VIDEO PINBALL

Played without me, as I took notes. Definitely not as exciting as real pinball: by the time the little ball gets down to your flippers, you really don't care anymore. Slower than chess. "Faster than a dead rat," adds Simon.

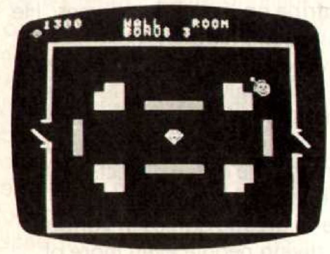
WARLORDS

What, ultimately, is the meaning of life? ■

COLECOVISION '83

At present, ColecoVision possesses the very finest visual elements of any home console. Juicy colors and sharp detail make for great eye candy. The controller is less complicated than Intellivision's but the paunchy joystick is frustrating at times.

Current expansion plans include an Atari Emulator. Not to forget the console interface, which will soon allow for home computer usage.



VENTURE

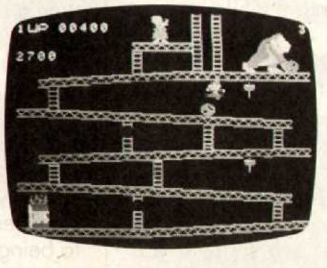
Superior maze game. A bow-and-arrow armed protagonist with the unlikely name of Winky searches twelve different rooms in the attempted "search and seizure" of treasure. Music fans please note each room has its *own theme* song! Ah, *creation!* Avoid the monsters to earn Bonus Winkies. Only problem is stifling laughter at the very concept of a Bonus Winky.

MOUSETRAP

The most endearing derivation of Pac-Man yet. Maze, mice, cheese and fascist kitty cats: you get the picture. In fact, this is almost more like the arcade P.M. than the Atari VCS version.

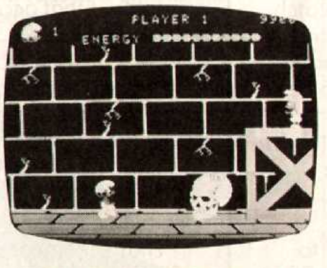
TURBO

The best driving game ever, Turbo is included with Coleco's Expansion Module 2 and should be out by "now." No brakes and the intoxication of imminent death keep you glued to the screen. After all, one wrong move and *splat*, you're Jayne Mansfield. The tunnel passage is the most exciting auto screen ever, and it's followed by *ice*.



DONKEY KONG

Classic arcader becomes class home act. Everybody seems to love the high-resolution graphics and similarity to the original. Multiple screens and accessible early strategy hook the player from the start. If you're still wondering, "Donkey Kong" is Japanese for "massive trade imbalalnce." And for you mopey romantics, you can *never* get the girl.

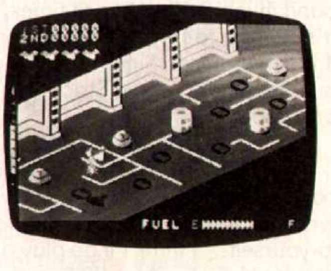


SMURF—RESCUE IN GARGAMEL'S CASTLE

Darling Smurfette has been captured! Do you care? If you can read, probably not. Still fairly likeable, as you smurf around swatting hawks, jumping stalagmites and trying to pronounce Gargamel.

LADY BUG

Faithful reproduction of an easy-learning arcade game. You find your Lady Bug in a maze inhabited by dots, hearts, skulls, predatory insects and several of your favorite garden vegetables. Turnstiles allow you to go through walls and leave the baddies behind. Also score points by spelling the words "extra" and "special." Sorry, "paclips" doesn't count.



ZAXXON

Simply the best looking home cartridge now available. The 3-D slant is imposing at first, but once you get the hang of the controls, you become quickly competitive. Fun kills include fighters, fuel tanks and scurrying hi-tech rats called Mobots. Soon you'll become—in the words of Lorne Green—"a connisseur of rodents."

COSMIC AVENGER

Another coin game makes a successful transition to cart. You, the pilot, must deal with three scenarios: a futuristic city, a tank landscape and an underwater playground. Sez the Coach, "keep it low."

Steve Kenyon

Even singer Michael Jackson's getting into the act—check out who *narrates* MCA's new E.T. album.

E.T. PHONES HOME FOR THE HOLIDAYS

BY KEVIN CHRISTOPHER

It had to happen, so it did. *E.T.*, this year's Most Popular Film Ever Made, is now on its way to being Most Popular Home Video Game ever made—thanks to Atari.

Seemingly just one more part of the pre-holiday *E.T.* paraphernalia blitz, Atari's E.T. game has lots more going for it than just its name. Steven Spielberg, the boy wonder director whose streak of success never seems to end, actually took part in the planning of the game itself. A game enthusiast himself, Spielberg actively helped make E.T. what he calls "the first emotionally oriented video game ever produced." And he may be right.

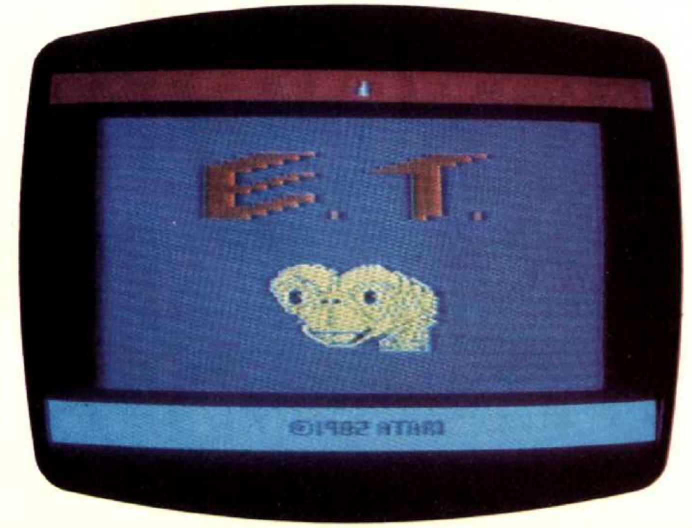
"Marketing" has always been a significant word in the *E.T.* book of strategy. One of the most interesting bits of E.T. marketing, if you don't know already, is that the E.T. commercial Atari has been blasting out at you every night on the tube—assuming you're watching it instead of playing it—was produced by none other than Spielberg himself. He picked its director, and a cinematographer and camera operator involved in the original film have also been utilized. So when you see that finger moving toward that Atari joystick... you'll know why it looks so *real*.

THE PLOT

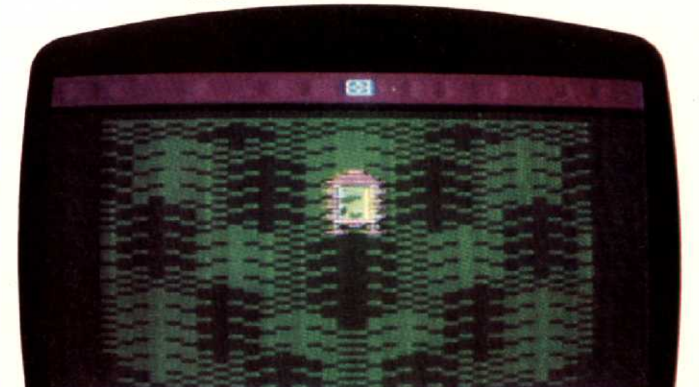
No intelligent life in the universe at this point can be ignorant of *E.T.*'s basic premise—that of the space traveler left behind on Earth, seeking his way home. While on the planet he befriends Elliott, avoids humans, scientists and anything else that frightens him until, finally, he manages to "phone home." After a spellbinding climax, the perky little alien is picked up and gone forever. Or at least until the sequel—it *was*, after all, *E.T.—And His Adventure On Earth*, and Spielberg is no dummy.

The premise of Atari's E.T., as you

The game begins and E.T.'s cute little face grins until you decide at which Game Level you want to play.



E.T. is dropped off by his ship in the middle of the forest screen—and now the search starts.



might've figured, is that you-the-player have the responsibility of guiding your favorite lost extraterrestrial to the landing site where his alien pals will return to pick him up.

As the game begins, E.T. is accidentally "dropped off" by his ship in the middle of a forest screen. Move your joystick and E.T. moves with it, and, however long it takes, you help E.T. phone home. *Or*, you make him run out of energy as he searches until his actual space death is on *your hands*. Atari wasn't kidding with this interactive stuff!

Major characters in this mini-epic include E.T. himself—and Atari has done a bang-up job in creating a figure that stumbles around grotesquely-but-cutely, with a neck that stretches and a hand that heals. Anyone who loved the movie will get a kick out of him. Elliott, of course, is the second major character. And, lastly, a mysterious, white-clad Scientist along with a trench-coated FBI man do their worst to keep E.T. on Earth—and thus unwittingly pull his plug.

E.T. the game has six actual screens. First is the forest, where he lands and eventually must return; secondly, "suburbia," where Elliott's house sits next to the FBI Building and the Institute of Science; the remaining screens are various sites in which E.T. must search for various phone parts. It takes three phone parts for him to manufacture his communications system, and these parts are located at the bottom of various wells that cover the sites he explores.

All of these sites have various "power zones." As E.T. walks through each one, the top of the screen shows specifically what these power zones *are*. By pressing the red button on the joystick controller, E.T. can utilize the various power zones and help himself get back home.

But there's more. Remember Reese's Pieces? The candy that increased its sales volume by *65 percent* since it was used in *E.T.*? Well, it's here too. In fact, it plays a dual role. First, tiny pieces are scattered along all the sites E.T. explores. By walking over them, he picks each one up and can eventually "eat" them for instant energy or save them for later use.

Computer Horizons

THE POWER ZONES

We here at VIDIOT got a preview package of E.T. from Atari, so imagine when the most important part of the game—exactly what each Power Zone was symbolized by—was unexpectedly *missing* from the xeroxed game instructions we received. Granted, it was more fun—it's always more fun to play a game without being told precisely what everything means, at least when you're not shoving quarters or tokens down the slot—but it took a lot of effort to make the distinctions. Here's what we found:

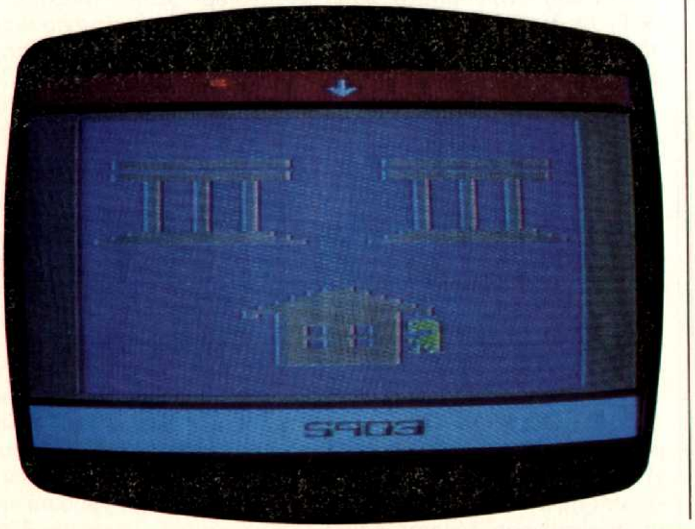
Find Phone Piece Zone—This shows up as a question mark (which made a whole lot of sense initially, if you know what we mean) at the top of the screen. By pressing the red button—as you do when you want to utilize *all* the power zones—you'll make E.T.'s neck extend and hear a sound from your TV speaker like that of a cow munching on your front lawn. Cute stuff. Should a phone piece be in the site you're exploring, it'll appear as a flashing, small white rectangle at the base of one of the wells. How do you get the phone piece? *Jump in!*

Send Humans Back Zone—While Elliott seems the sort of fellow you'd like to have around, sometimes, when power is low and E.T.'d really rather just go home than deal with scoring points, he'd prefer Elliott to just *split the scene*. And don't forget—the men in the coats, white or yellow, are never up to any good either. Once E.T. finds *this* zone, which appears at the screen top and resembles the White House (or A Roman numeral "3", depending on how much sleep you need), he can just invoke the zone power and it's ta-ta for all three hominids. A handy zone to have around; everyone should have one.

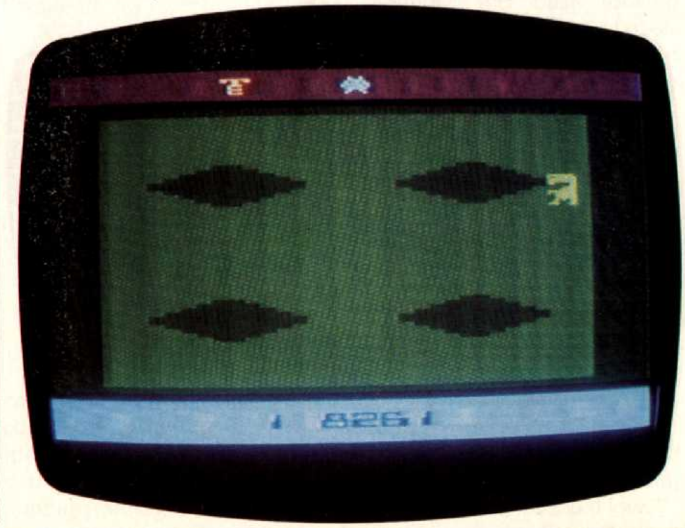
Eat Candy Zone—Which, of course, all humans would like to see in *real life*, resembles a small donut or one of those pieces of candy that are made of nougat on the outside and chewy caramel on the inside. Whenever E.T. passes over one of the specks of candy, he stores them up—the tally appears at the foot of the screen to the left of E.T.'s Energy Count figure. E.T. and you-the-player have your choice. You can find an Eat Candy Zone whenever you're really low in energy and convert the sucrose 'n' glucose to more energy, thus prolonging your life, or you can accumulate the candy and *not* eat it, for later benefit. You'll see why in a minute. Anyway, it's up to you.

Call Elliott Zone—This is why. We figured this symbol out easily: it's an "e" that looks like it's screaming. You can use that zone for the obvious reason. If you accumulate nine pieces of candy, by summoning Elliott you'll trade him the

E.T. takes a walk to Elliott's house, directly below the FBI and Institute of Science buildings.



E.T.'s got three phone pieces and is in the Call Ship Zone, as the top-screen indicates. He'd better get to the forest!



candy—all nine pieces—for bonus points and one of the three missing phone pieces. As an added convenience, he chases away the dangerous humans that want to carve him up, the Scientist and FBI man. In any case, if E.T. has *less* than nine pieces-o'-Reese's, Elliot takes 'em anyway and you-the-player rack up points in the end. But remember—you might need those pieces of candy for energy later.

Move To A New Site Zone—There are actually *four* different symbols for this zone: arrows that point up, down, left and right. When we first attempted the game, *sans* instructions, it seemed to simply be telling us which way to take E.T. to find the phone pieces, which in retrospect would have made things pretty dull. As it is, when E.T. stands in one of these many power zones, your invoking the red-button-power will immediately move him to a different site in the direction that the arrow points.

Call Ship Zone—This isn't the easiest zone to find. More often than not you're going to be spending a lot of time warding off humans and running E.T. around trying to locate it. Once you finally *do*, press your indicator's red button and hightail it back to the forest site—because a countdown clock will appear at the top of the screen and you've got limited time to find the landing zone.

Landing Zone—In the original forest where he landed, E.T. has to make it back here pronto after phoning home from the Call Ship zone. If, though, one of those pesky humans comes around and is actually on the screen when the ship arrives, well, *hey*—you think they're *dummies* or something? E.T. is stranded once again, and it's all your fault.

INS AND OUTS

E.T. doesn't exactly have it easy. First of all, it's no picnic keeping all his phone pieces when the FBI character starts popping up to take one away and stick it

Computer Horizons

down the well again. And if E.T.'s out of them, then his *candy's* gone, and his chance to croak increases accordingly. The Scientist is no hero either; he keeps trying to take E.T. to the lab for Honors Vivisection, making chances equally good for yet another power outtage.

Things aren't quite as bad as they appear, though. Just like in the movie, Elliott can merge with E.T. when his energy level is down, which is going to happen a *lot* at first. Furthermore, in one of the wells there's a wilted flower, which E.T. can heal—and thereby get one more chance to be revived by Elliot.

END OF THE GAME

If you haven't figured it out, a round ends when you've got E.T. back safely on his ship, and a game ends when E.T. runs out of power. Or "when you decide to quit playing," as Atari helpfully notes. At the end of each round your bonus points appear at the bottom of the screen; thus you can compete with another player if the simple joy of helping E.T. get home wasn't sufficient.

ANALYSIS

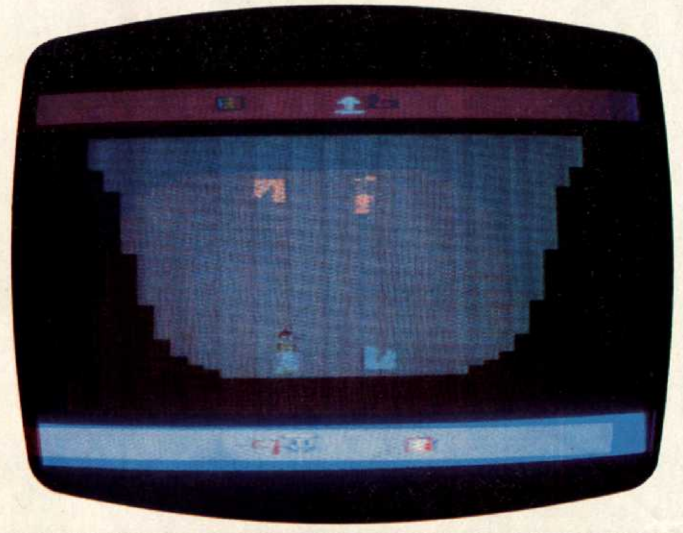
There aren't a tremendous amount of shortcomings in this game, though a few bothersome wrinkles could probably have been smoothed out had Atari had some more time—or if *Christmas was in May*, if you catch my drift. As they themselves point out in the instructions, "sometimes E.T. will fall back into a well after he has levitated up to the planet surface." Well, *no kidding*, guys! Newcomers may get more than a little frustrated with the number of times they find themselves helplessly killing E.T. by repeatedly making him zoom up and down inside the wells until his power runs out. Eventually you'll gain some sort of feel for moving the joystick in a specific direction, right or left, when you pop E.T. out of the well—but don't expect instant miracles.

That seems to be about the only flaw with an otherwise A-1 game. It doesn't allow for more than one player at a time, though, which seems surprising—you'll have to keep track of your score if you want to get a few people together to play. If you do play with someone else, you're best advised to play with someone at the same skill level, or you'll be yawning while your opponent tries his or her hardest to levitate out of those wells.

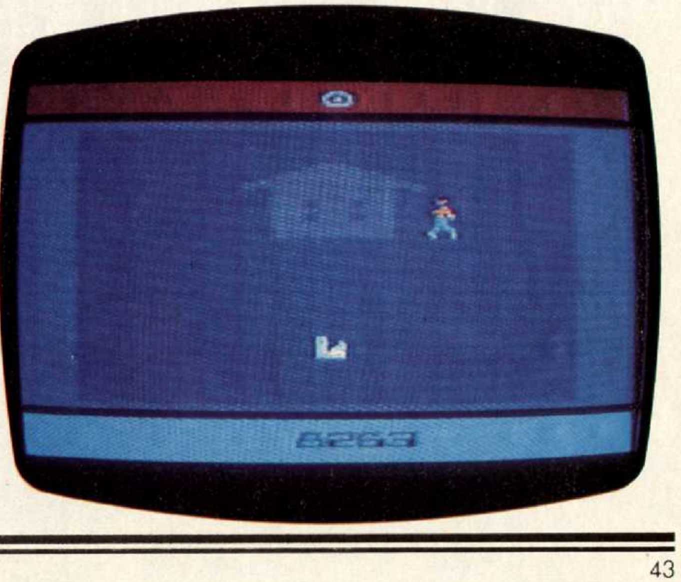
One final thing that makes the game worthwhile is the Game Level situation. Game 1, the hardest, puts all humans in there with E.T., Game 2 bumps out the Scientist, and Game 3 leaves only Elliott, which is an excellent level at which to learn the game. Once you've acquainted yourself with the game's basic premise, you can make things harder as your skill increases. So the game *seems* to have a good degree of longevity—but we'll probably have to just wait and see.

But for now, it's a sure bet that Atari's version of Spielberg's latest phenomenon will be the best—and longest lasting—bit of E.T. paraphernalia under our tree *this* holiday season. After that? Well... E.T. could always meet *Jaws*...or at least Richard Dreyfuss...or... ■

Oops! He's lost a phone piece *and* all power! Here comes Elliot to the rescue!



1,500 more points didn't do much, though. E.T. couldn't make it in time!

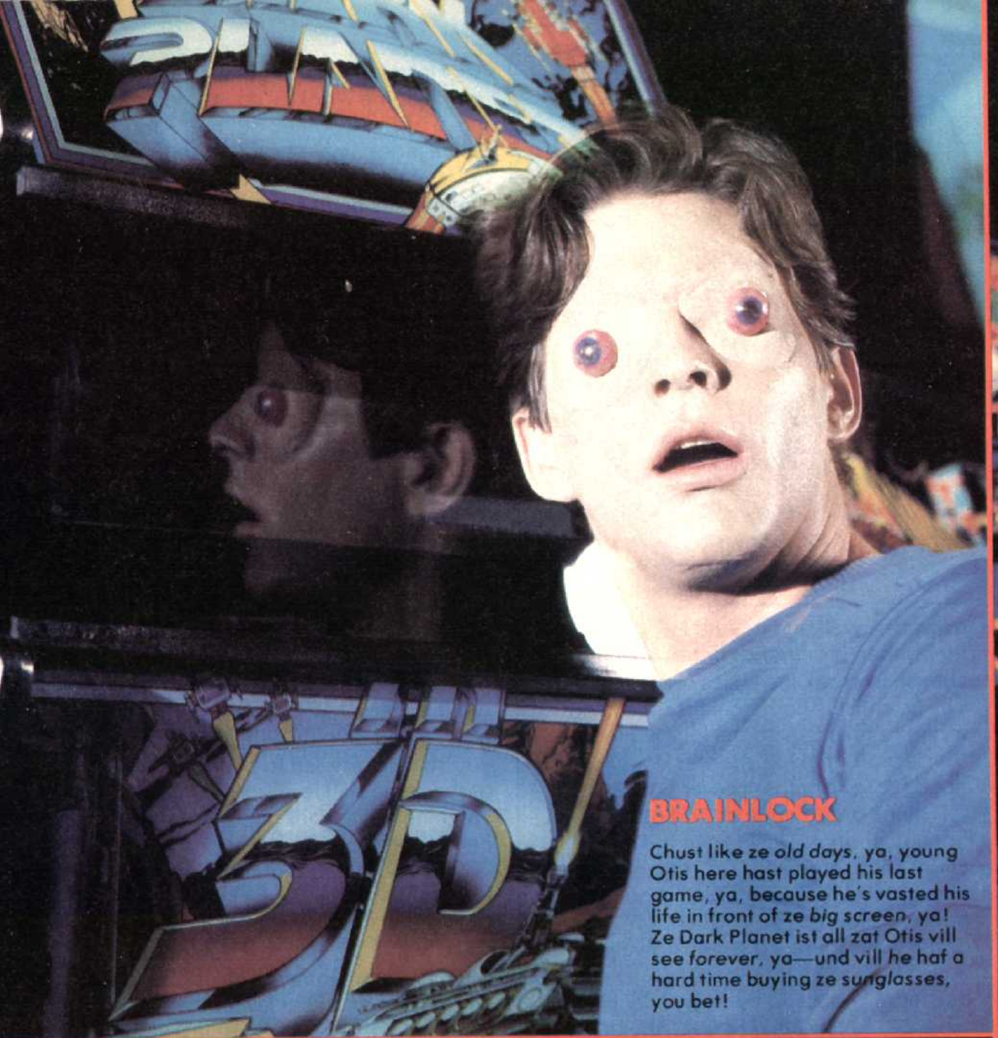


ARCADE INJURIES

Ze Doktor Vill See You NOW, Ya!

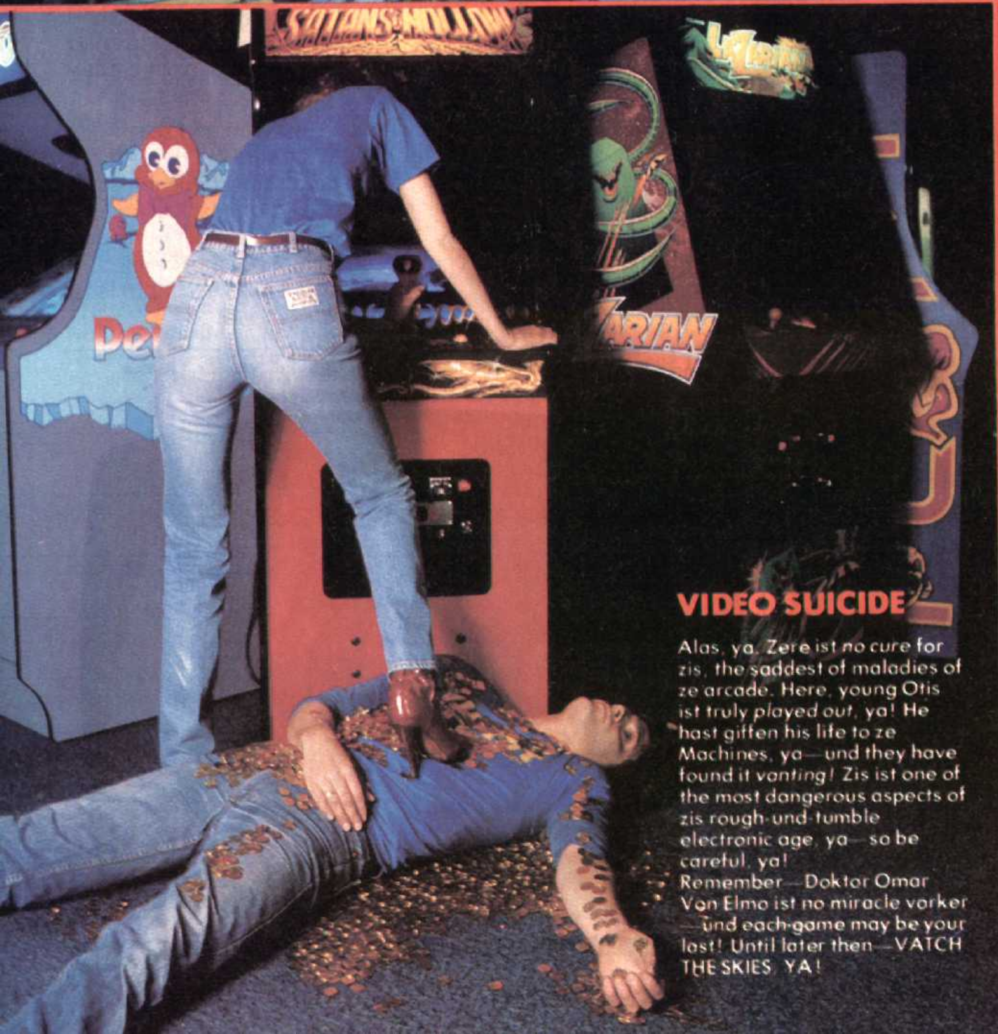
Hallo, Vidiots, I am ze Doktor Omar Von Elmo, here to explain to concerned players ze world over chust *vot* can happen to you if you not careful, by golly!

As you must realize, zese video games are sweeping your America, ya, ya, and chust as I predicted, zey are causing *oomphs* and *owws* to ze crazy kids, chust like it vas back in ze old days, ya. In ze *old country*, ya! Dot it vy I—Doktor Omar Von Elmo—haf dedicated my life to zese kids and zese *oomphs* and *owwws!* Ze dangers of ze video games must be *explained*, ze varning signs must be vatched for, or else—*oooohhhh!!* Like ze *old days*, ya!



BRAINLOCK

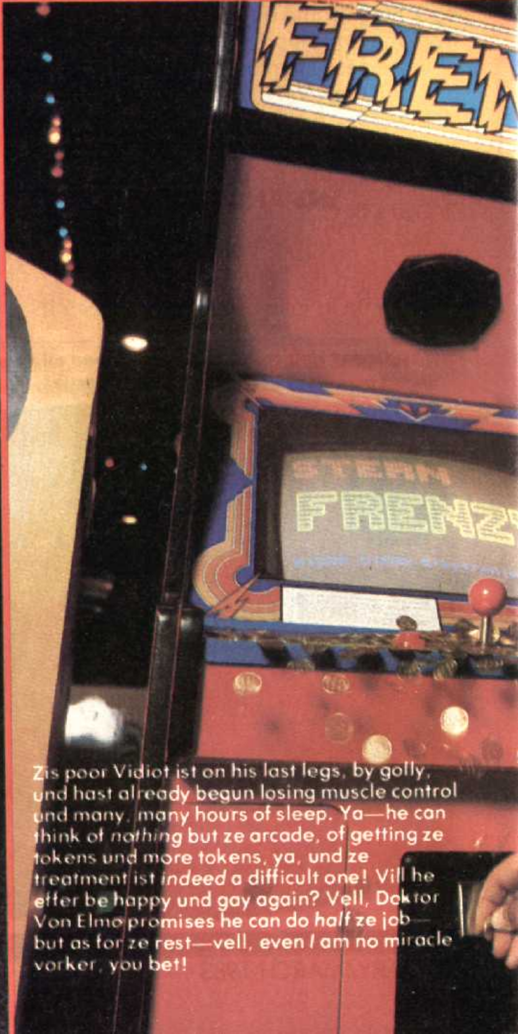
Chust like ze *old days*, ya, young Otis here hast played his last game, ya, because he's vasted his life in front of ze *big screen*, ya! Ze Dark Planet ist all zat Otis vill see *forever*, ya—und vill he haf a hard time buying ze *sunglasses*, you bet!



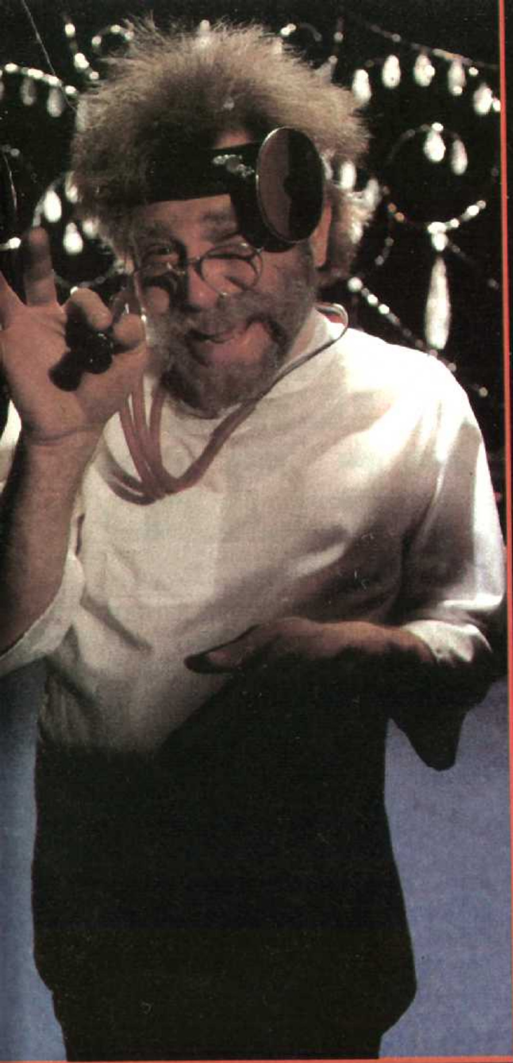
VIDEO SUICIDE

Alas, ya. Zere ist *no cure* for zis, the saddest of maladies of ze arcade. Here, young Otis ist truly *played out*, ya! He hast giffen his life to ze Machines, ya—und they have found it *vanting!* Zis ist one of the most dangerous aspects of zis rough-und-tumble electronic age, ya—so be careful, ya!

Remember—Doktor Omar Von Elmo ist no miracle vorker—und each game may be your last! Until later then—VATCH THE SKIES, YA!



Zis poor Vidiot ist on his last legs, by golly, und hast already begun losing muscle control und many, many hours of sleep. Ya—he can think of *nothing* but ze arcade, of getting ze tokens und more tokens, ya, und ze treatment ist *indeed* a difficult one! Vill he effer be happy und gay again? Vell, Doktor Von Elmo promises he can do *half* ze job—but as for ze rest—vell, even *I* am no miracle vorker, you bet!



FIRE BUTTON FREAKOUT!

Oooh, ya, ya, zis ist von of ze leading maladies affecting ze arcade players, by golly, as ve can see mit zis poor Pengo player. He ist *deformed*, ya, mit ze *bad hand* und stuff, you bet! Zis deformity getzen vorse and ze player eventually can not open ze bottle of *pills* he must take, ya, to get his mitt back to normal! Is *bad!*

Photos by Omar Newman
Make-up & Styling by
Linda Castillo
Special Thanks to Mr. Hank Heiser of Bally/Midway Midwest for his cooperation and the use of his facility.

T.T.'S (TOKEN TREMORS)

ARCADE PAT OR VIDEO PINCH

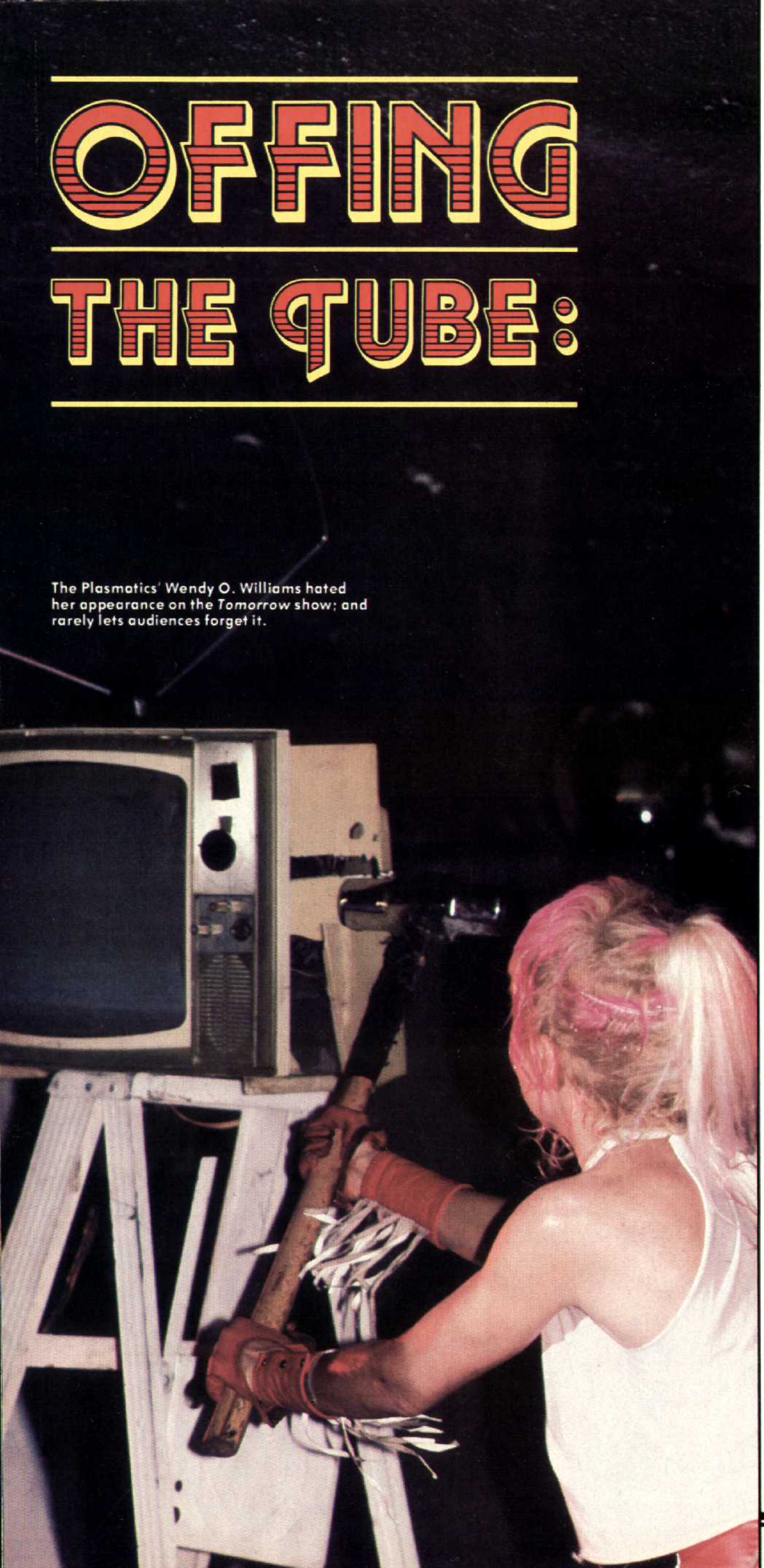
Ya, ya, zis looks like *no big deal* but *vait*—is *big* trouble, you bet, to arcade players mit ze vives or huspands, ya! In ze old days zis vas a sign of ze "camaraderie" ze sport players vonce shared smong themselves, ya! Ze arcade player today, though—he *forgets* ze old days are no more, ya—und his gesture is misunderstood by ze other player und ze injuried resulting *zen* make ze player vish for ze simple case of brainlock or—*heh heh*—ze *regained masculinity!* Ya ya, like in ze old days, ze proof iz in ze *pudding*, so *vatch out, ya!!*

VIDIOT
THE MAGAZINE OF VIDEO GAME LUNACY

OFFING THE TUBE:

HUNKA HUNKA FLYING SHARDS OF GLASS

BY J. KORDOSH



The Plasmatics' Wendy O. Williams hated her appearance on the *Tomorrow* show; and rarely lets audiences forget it.

Angie Coqueran/LGI

Even though TV sets breed everywhere throughout the world, it's almost impossible to find a practical treatise on destroying the things. Blowing 'em up. Smashing 'em into miniscule bits of flotsam and george jetsam.

Surely there are ample reasons to *want* to bash the tube, even if you've never seen a John Denver special. After all, there's always Lynda Carter specials, episodes of *The Real McCoys* without Pipino, *Challenge Match Fishing*, and a new season every fall. Not to mention video games, MTV, and all the *Marcus Welbys* after Kiley got married. We're talking about a mountain of frustration here, piling up year after year. Do you know how many Chicago Cubs games have been televised in the history of mankind?? Make that an Everest of frustration. Don't forget, the first successful television pickup devices were invented way back in nineteen-and-twenty-three, by the "American" (hah) inventor, Vladimir Zworykin. No kidding, that was really his name. When another bozo, Philo Farnsworth, invented the image dissector tube a few commercial breaks later, it was all over, gang. (That was really *his* name, too; look it up. Sixty years of sludge and oozing on.

Oh yeah, the reason no one wants to tell you how to murder the malevolent eye: it's *extremely dangerous*. Like, you could kill *yourself* in the act of righteous passion. As ace tube fix-it man Tim Thorn told me: "It's almost like a bomb," and I mean the thing wasn't even *on*. Yipes!

Despite all this, of course, the monster has been successfully destroyed by far-seeing (or pissed-off or doped-up or any combination of all three) men. Foremost on the list is the late Elvis Presley. Despite his wide renown as a singer and ersatz actor, Tupelo's favorite son enjoyed his finest moments wreaking havoc on TVs, which was (along with eating) his favorite hobby. According to Albert Goldman's "shocking" (check the price) biography, *Elvis*, the King was wont to

Drummer Carmine Appice has broken many sets merely by being broadcast on them.

Michael N. Marks

quickdraw on a set "that offended him with a malfunction or a bad program." Like the 33rd rerun of *Girls, Girls, Girls?* Well, no harm done...Goldman goes on to note that El's entourage would "cover for their boss by buying all the sets he blew out, saying that Elvis had taken such a liking to the set he couldn't bear to leave without it. You could judge what Elvis's mood had been on a tour by counting the number of mechanical corpses being schlepped off the plane at Memphis."

The Big E's choice of weapons in his endless duel with the tube was apparently that all-American equalizer, the handgun. Take *that*, Zworykin and Farnsworth! Hard to imagine that Elvis was sharp-shootin' *every* offensive show he saw, though...I mean, you blow up Mike Douglas 10 or 11 times, it might be fun, but after that...

Some might even doubt that Elvis really offed that many sets altogether. Tim Thorn explains what happens when El Toobo meets flying lead: "It would implode first, and then explode. What I mean is that it sucks itself in and then it blows itself up. There's a neon-type gas in there (albeit in a near-vacuum); it's enough to cause quite an explosion. I've seen a picture tube drop and watched the glass explode and shoot sixty feet high." Hey, I don't care how fat Elvis was, that guy must've been one helluva fast ducker.

Better ways to bump off the beast? "There's a quarter-to-a-half-inch of glass at the front of the tube," says in-the-know Thorn. "So if you try kicking it, you'll break your foot first. Even with a baseball bat it would take a pretty good strike." But talk about long blasts! If you're hellbent on videocide, though, Thorn very reluctantly recommends "a good rifle and plenty of distance." Regarding Elvis' alleged shoot-first-and-change-the-station-later exploits, Thorn is dubious. "If he did it, I guarantee you he did it from a distance." Aw.

Take heart, though: TVs *have* been destroyed, and by regular-type people just like you and Opie Taylor. Mike Duffy, who's spent the last two-and-a-half years as the TV critic for the Detroit *Free Press*, is one such renegade. "The fact that I once destroyed a TV set was probably an inkling of what was to come in my future," explains Bad-Karma Mike. "Strapped to a set forever..." Well, the cat's gotta make a living.

"We did it at college, for fun," he explains. Hey, we didn't figure it was was homework, Mikey. "We took it up to the top of the frat house and heaved it—I think it was an RCA console model, a really big set—it had to drop 35 or 40 feet. It really made a great, loud, ka-boom!"

Now an established journalist, Duff's battles with the tube have become more sedate. "I threw a shoe at one once, during an Ohio State/Michigan game," he candidly admits, but no damage was done. "I was given a rubber brick a couple of years ago," he adds. The critic fesses up to using the rubber brick to keep himself out of the rubber room, having it especially handy for "*Three's Company*, *Different Strokes*, Jerry Falwell, and *The Jeffersons*." Duck, Wee-zee!

And who but a TV critic is better qualified to ponder the moral value of set-destruction? Come to think of it, who else would even answer such a stupid question? "I can get into it as a sort of personal psychodrama, but I'm too much of a materialist to destroy one," Mr. Duffy says. "However, if they've blown some tubes and aren't in use, I don't see much of a problem." He does confess to having his eye on a set slated for possible future assassination; stay tuned.

You're probably wondering by now how in the world a God-fearing punk musician can add that necessary touch of showbiz pizazz and droll social commentary by performing chain-saw surgery on a set...without *really* blowing the audience away. The secret, natch, is to render the Twonky impotent. A steady diet of PBS and *P.M. Bimidji?* Nope—the trick is to gently crack the neck of the tube (that's the part in the back), eliminating the vacuum and, thus, the blooey potential. Watch out, though: even then the big fellow will, to an extent shatter, but—hopefully—not explode.

Better to go the rubber brick route, it says here. Or be like the Elvis imitators, who only shoot radios. Better yet, forget the tube altogether and devote your life to listing the English words you can make out of Vladmir Zworykin. ■

VIEW FROM THE COUCH

What kind of person would destroy a television set? What's going on in the miscreant's mind during the heinous act? Why was *Owen Marshall* taken off the air??

To answer some of these puzzlers, we went to Chris Thomas, a psychologist who— although not professionally absorbed in the ramifications of tube-bashing—was able to shed some light on the rarely-discussed phenomenon.

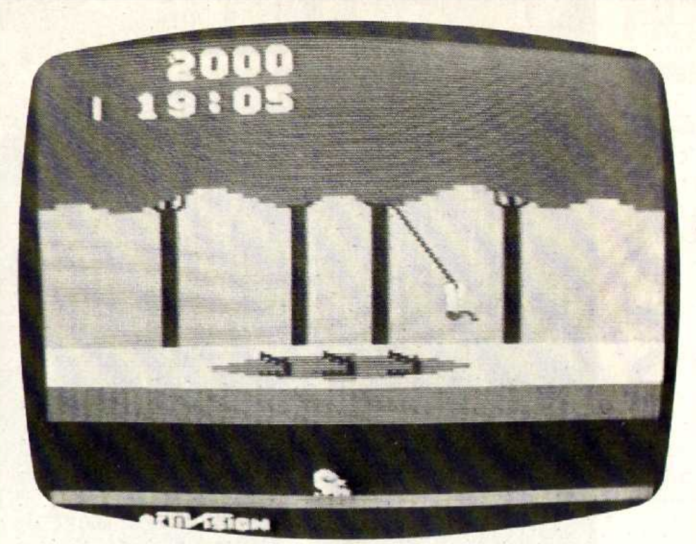
"Externalized anger," Thomas said, after mulling it over for a moment. "A person with poor impulse-control (who'll do) the first thing that comes across his mind. 'Gee, I hate the machine!' Zoom, they blow it up."

Hmm, sure sounds like Elvis so far, huh? Thomas continued: "They tend to not look beyond the moment in this type of hysterical behavior." Boy, I'd like to get him tickets to the Rush concert of his choice.

On a cheery note—and forgetting about the possibilities of being blown up or electrocuted, just for argument's sake—Thomas concluded, "I don't see where they're harming anyone. They're taking it out on an inanimate object—and have you seen some of the programs on television lately?

EYE HAND

WHAT'S NEW FOR VIDIOTS



PITFALL
Activision
(Atari VCS)

You've seen commercials for this one every day on the tube, and they've pretty much summed up what Pitfall is all about. "Hapless" Harry The Hero explores the Amazon in search of lost treasure and stands to get nipped in his booty unless he's quick on his feet.

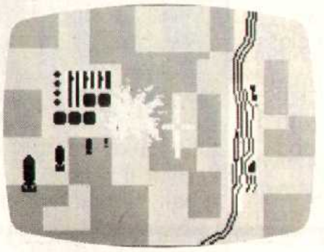
What's he looking for? A diamond ring, bars of gold and silver, and your standard lost-in-the-Amazon bag o' money, for starters. Every time Harry nabs one of these goodies, points roll up and you're on your way to Big Fun in Buenos Aires.

Only problem, though, is The Jungle. As Harry goes for the gusto he encounters cobras, scorpions, tar pits, quicksand, fires and crocodiles—all of which kill him *real good*, sir, yes they do. But it's OK! Harry's got *three* lives!

Harry starts his jungle jog with points (2,000 of 'em) and time (20 minutes) and it's up to you to put him through his paces. Taking his cue from another jungle king, Harry isn't beneath swinging on a few vines, and there's plenty available to carry him across the tar pits, quicksand and hungry crocodiles. Minor threats such as rolling logs are easily leaped over, and even when Harry forgets to jump, he doesn't lose his life. Just his points, and only a few at that.

There's a good bit of variety here, 255 jungle scenes in all, and I have few complaints. Harry's three lives may not be enough for initial players; it's infuriating that, after mastering the art of crocodile head-jumping a few minutes into the game, a single slip from a vine will shoot poor Harry right back where he—and you—started from. But hey, those commercials aren't wrong. It is a good buy—or, in Harry's case, inevitably, good-bye. Life is sad, but Pitfall isn't.

Kevin Christopher



B-17 BOMBER
Mattel
(Intellivision with Intellivoice module)

Intellivision's new voice module is an excellent addition to an already fine system. It has to be, because the games are really difficult early on and you need all the info you can get.

B-17 kicks in with a drawling voice highly reminiscent of Andy Devine that announces *"Beee 17 Baaaah-muh."* I like this guy. Hope he doesn't get killed right away.

In Phase I, you press a button and on comes a strategic map of Europe displaying airfields, factories, refineries, hostile weenie stands and other targets. Then you can whip up a preview closeup of any target to decide what you want to bomb first. The VIDIOT office? Wrong game!

Take-off can be a problem until you get the hang of the gauges. You have to adjust for speed, pitch, altitude and the bomb/fuel ratio.

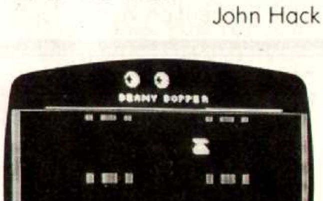
Once you're in the air, the game really starts to go. The voices of your crew are all-important. They holler warnings like "Bandits, three o'clock" and "Fighters, six o'clock." These are not job applicants for you to interview, they're warnings of incoming enemy planes. They also inform you of flak in a country auctioneer's deadpan voice that sounds like Little Luke being strangled by Grandpappy Amos.

When you reach the destination, you press for another map that shows a separate close-up of your target. Then you slam the button and it's "Bombs away!" announced in a really excited voice, as if somebody's handing out free money in the tail section.

Your score is a function of planes shot down, hits on your B-17, and targets destroyed. The only drawback is the absence of a final victory. You just complete as many missions as you can before your plane finally crashes.

These games get more life-like all the time.

John Hack



BEANY BOPPER
20th Century
(Atari VCS)

No trouble here. Just plug in the cart and there it is: flying Beanies and a Bopper to bop them with. No maps of the universe, no lady computer saying she wants to lick your retina, just Beanies.

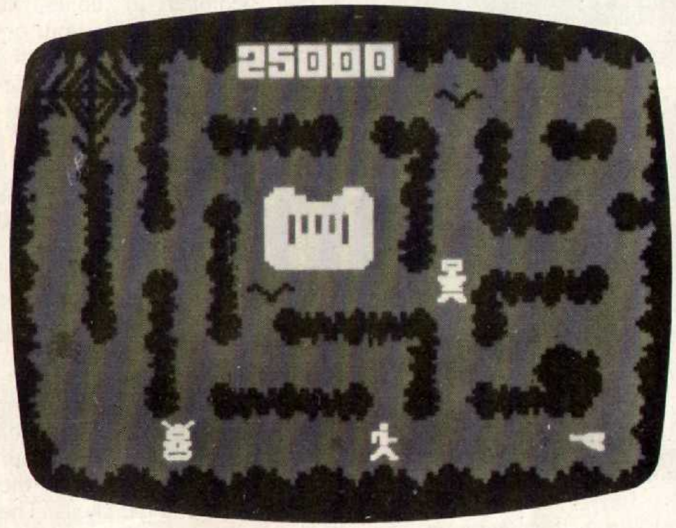
Despite the beauty of simplicity, you're going to need some live eyes and angel fingers. These are *flying* Beanies, remember. They sound like a herd of commuter helicopters trying to pollinate a microwave dish. They've got great personalities and they're really fun to kill as they zoom around the screen, bouncing randomly off an ever-changing landscape of computer-nerf threats.

Object of the game is to earn points by stunning and devouring Beanies and other flying objects with your Bopper. This can be a problem, because the big Bop can fire its stun gun only in the direction it's facing. Makes for a lot of mad activity as you work them Beanies for a seeing-eye hit.

Once you get the hang of boppin', there ain't no stoppin'. You get to wipe out frog-bombs, tweety-planes, parachuting Drano personnel and "Faces." It's a riot, a "trendy atrocity" as Mike Davis would say.

Top bops are the benign-looking Bouncing Orange Eyes, which dance all over the screen like a follow-the-dot cartoon of "Send In The Clowns." Great sound effects too, particularly the stunning of a Beanie. *Hum-splat.*

Rick Johnson



NIGHT STALKER
Mattel
(Intellivision)

Playing Night Stalker for the first time was the most excitement I've experienced since the night Detroit reached the one-millionth pound of weenies for the poor.

The instructions look as imposing as a math textbook in Slavic Braille on first examination, but it's actually a fairly easy learn.

The story is the usual little man running around in a maze overrun with spiders, bats and several different types of evil robots. None of them are James Garner's baby.

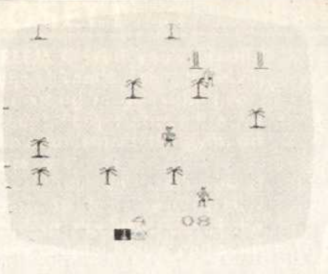
The goal is to rack up points by gunning down the aforementioned bad acts. But watch it, because the higher your score gets, the less sense of humor displayed by the mechanical villains. They start out glad-to-be-gray and run through a wacky series of blue, white, black and finally invisible color schemes. Only the bullets can be seen on that last one.

Intellivision's smooth control disc adapts well to this game. The whole controller checks in at about the weight of Maud Aimee's brain, and the disc itself can be driven with the force of a mere thumbnail.

One minor quibble (yes, quibble). Although the maze has a high ambush factor, it could stand a little enlarging. The characters are also kinda pokey. They will never be billed for speed.

And to answer all the little campers who've asked, Night Stalker has nothing to do with the movie or television show of the same name. Too bad, Darren McGavin's ears would've made great on-screen characters.

Steve Kenyon



RIDDLE OF THE SPHINX
Imagic
(Atari VCS)

The trend for more complicated games is getting a little ridiculous if you ask me. Some are fun, but others can put you to sleep even faster than the 38% quicker knockout rate claimed by new Sominex 2.

Riddle of the Sphinx is one of those. "These are dark times," the program instructions begin. Darker than you think, guys. For starters, the player—as Son of Pharoah—must learn to recognize over 30 different symbols ranging from nomad hodads to sacred treasures such as the gilded goblet and a paper towel personally touched by Rosemary Clooney.

First, S.O.P. looks around, checking out the scene and proceeds to "gird his loins." *Girds*, no kidding. He doesn't like computer hieroglyphics any better than me.

Are you all girded? OK, here we go. S.O.P., AKA Prince—in his frankly adorable red trunks—wants to reach the Temple of Ra. Ra, ra, ra—that's the spirit we have here!

Naturally, he's gonna run into some trouble. He has to fight off all kinds of thieves and worse, armed only with a sling shot. All the while, you have to keep an eye on his inner-strength score as well as thirst and wound ratings. Thirst and wounds, how *life itself!*

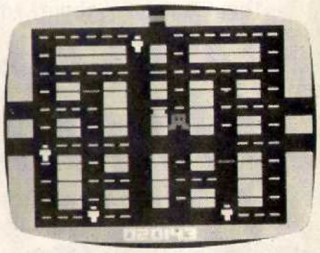
Prince has to pick up a few items along the way. No hamburgers in this one. He needs stuff like a shield, staff, tannis leaf and of course, The Jug. Also on his shopping list are big spades and ankhs. All he needs is a bumper sticker that says Ankh If You Love Pharoah.

Our pal Prince eventually runs into the Astrologer. "Avoid youthful folly," he intones. Yank out the cartridge? No such luck. Instead, he gives S.O.P. a few riddles about pyramids, temples and Isis' opinion on cheap TV shows for children.

Eventually, Prince hits fun city, Ra. Here he makes offerings of the junk he's picked up along the way and hopes the Big Guy is in a good mood. The game ends when the hero croaks or the riddle is solved.

If you can't figure out the riddle, Imagic provides an address you can write to (*"Son Of Toth,"* CA.) for the right answer. Ask 'em what the hell's going on while you're at it.

Rick Johnson



LOCK 'N' CHASE
Mattel
(Intellivision)
&
(M Network/Atari VCS)

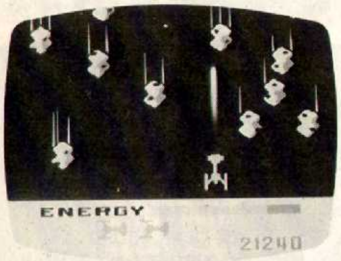
Maybe I'm nuts, but it looks like Mattel designed a better game for the Atari System than they did for their own. M Network's figures here are a little sharper, movement a bit easier and the screen itself a lot more arcade-like than Intellivision's, a surprise, because I'd usually vote for Intellivision hands down.

Anyway, in either format, Lock 'n' Chase is Basic Variation 81-B of your standard Pac-Maze: you move a thief through the corridor of a bank as police dart after you and try to walk away with as much loot as possible, avoiding the cops at all costs. In Mattel's own words: "KEEP ONE STEP AHEAD OF THE LAW! LOCK DOORS AND THROW COPS OFF YOUR TRAIL!!" Admirable sentiments, guys, and it brings up the only interesting deviation in this version of Mazeness—you actually have the power to slam a door in a cop's face and get away with it!

Too bad the novelty wears thin. While Lock 'n' Chase may at first seem very fast-moving, when you finally get the hang of darting in and out of the corridors (which should't take too long if you're well-mazed) and easily eat the gold coins (Intellivision) or bars (M Network) while avoiding the cops, you leave the empty maze through the top door and find...that you're exactly where you *started* again, though things move a tiny bit faster. There's no real sense of motion or achievement, in other words, so it's kind of like playing Pac-Man without *ever* moving from the First Pattern.

No big deal of a game. M Network seems to be pretty hot so far, though, and it should be interesting to see what they'll cook up next. But if it's Space Invaders...I'm *leaving*...

Kevin Christopher



MEGAMANIA
Activision
(Atari VCS)

Here's a recent graduate of the Space Invaders school that's considerably more difficult but has a much better sense of humor.

Megamania demands the popular hit-and-run style of play. Anticipation is the key and the attacking objects move in no predictable manner, at least at first. They charge down at different angles and often jerk out of place without warning, like Arlene Golonka's features.

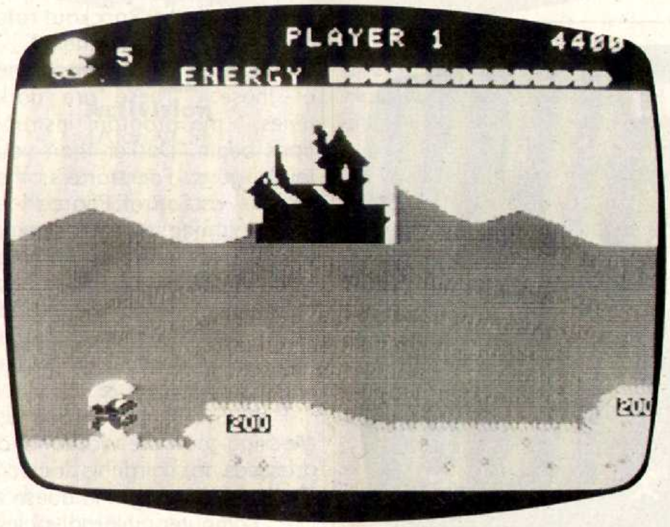
The attackers are even more fun to blast than usual: cretinous hamburgers, monster cookies, insidious radial tires, accelerating steam irons and the ever-deadly flying bow ties.

Wickedest feature of Megamania is the "MegaCycle." When a brutal slice of meat loaf or flaming deathburger drops off the bottom or side of the screen, you're not done with it. Why do I think you already know that? It reappears in an orbital path that continuously increases its speed. You might think it's hard to get worked up over a bow tie at first—even one with a cruel sense of the absurd—but by the second or third attack, you hate 'em.

"Don't Panic" say the unintentionally funny instructions. I'm sorry, but when assaulted senselessly by a lurid coven of radial tires, I get a little nervous. But if you're one of the non-panicking variety and can rack up 45,000 points or more, you get to join Activision's MegaManiacs fan club. Simply send them a picture of your score and you get an official M.M. emblem.

Big deal, it's probably a disabled burger in chains.

Steve Kenyon



SMURF: RESCUE IN GARGAMEL'S CASTLE
Coleco
(Colecovision)

All *right*! Here's your chance to participate in the *utter glory* of the *Smurf Kingdom!*

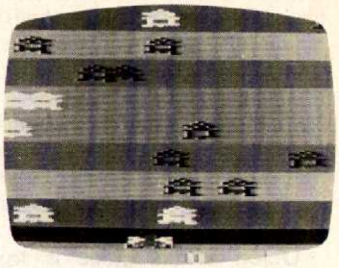
Here's what you've gotta do: leave your house, jump around and duck a lot, walk through a field, in a cave, through another field until you're in Evil Gargamel's actual *castle*—and then, when you're there, you must risk the demons, skulls and spiders and rescue *Smurfette* from Gargamel's evil clutches! What a *deal!*

This game is *great*! First of all, it's fun to watch—you get to be Smurf and can make him walk around, which is undeniably great, *plus* you can make him jump up and down or duck. The reason he's gotta jump is that there's all these white fences blocking his path—and then, after that, there's a bunch of hills and actual *clumps of grass* too high for the lovable Smurf! So he's gotta jump over all *those*, and then—well, *you'll* find out!

The point is, though, this game is great because you *don't have to* make him jump or duck if you don't want to! It's *great*! When you play this game at the highest level, birds come after Smurf, and if you just walk him right *into* 'em, it's *hilarious!* POW! THUD! OW! If you really want fun, he can be *impaled on the spiked fence!* Imagine poor Smurfette in treacherous Gargamel's castle—she's in terror, and meanwhile *you* could *care less!* Look out for that *fence*, Smurf! *AIEEE!!!!* Oh no, a *bird*! *POW!!* Watch out for that *spike*!! *AAAGH!!!*

You can get tired of this game real fast, but otherwise it's great.

Louis Sleagle



DEMONS TO DIAMONDS
Atari
(Atari VCS)

They said this game is for kids, but that makes it sound dumb and it isn't. It's the sort of game you'd want to give any beginner in home vid games—it's simple, you get immediate results, and the satisfaction of blowing demons up can hardly be overestimated.

The objective here is life itself's—"score as many points as possible while losing as few lives as possible." Easier said than done, but it isn't exactly *difficult* to score big with this game. At least at first.

Premise: you're at the bottom of the screen in your laser base, and above you appear floating demons. Hit your color and get points—hit the other color and get skulls. The skulls, you see, shoot back—and therein lies the danger. Whenever your own colored demon is hit by your own laser it changes into a bright diamond—hit *that* and you score bonus points.

Two players are no problem. Each person's paddle controls their own laser base, one at the top and one at the bottom of the screen and each shoots for his or her own colored demons. *Either* player gets points for shooting diamonds, and whoever is fastest on the draw wins biggest.

The faster you get, the faster they come. It's a variation of *Space Invaders* of course—what *isn't*, if it doesn't eat dots—and it's probably easier for smaller hands than larger ones. But then so are lots of other things, too.

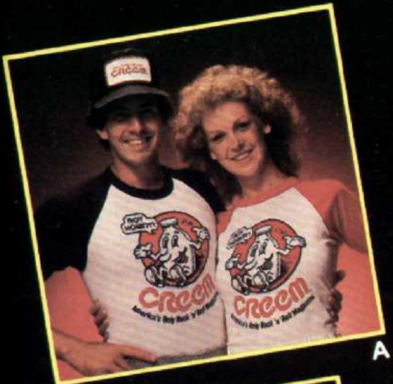
If I had two kids, I'd buy it in a minute. And one of 'em would have to wait to play.

Kevin Christopher

BE A STAR WITH THE CREEM CLOSET!

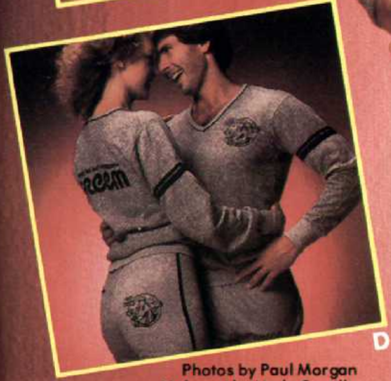
If you've been ignoring the CREEM Closet, you've really missed the latest fashion bandwagon! That's right! If Calvin Klein and Gloria Vanderbilt are starting to get your goat, then try the latest from Boy Howdy! Forget about Brooke Shields! You, too, can be a fashion plate star in the gym, on the beach, in the bedroom, or wherever!

We've got everything to fill your fashion needs, be it T-shirts, jackets or athletic apparel. So don't be a fashion bore! Be a Boy Howdy fashion star with the latest out of the CREEM Closet! Just fill out the handy coupon below and send money TODAY! Yow!


A

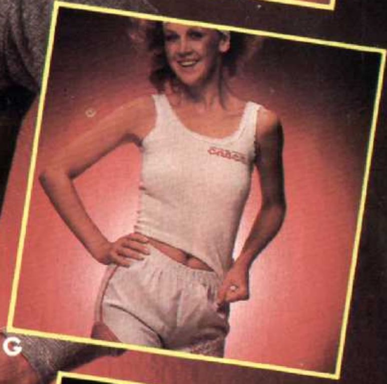
B

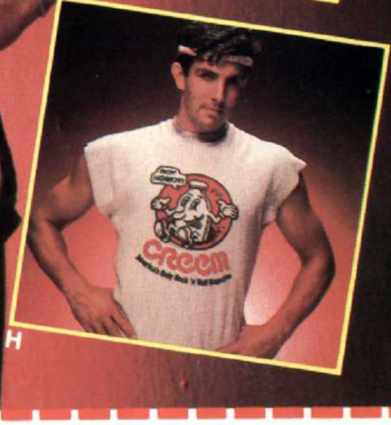
C


D

E

F


G


H

Photos by Paul Morgan
Make-up by Linda Castillo

ORDER FORM

Enclose check or money order and send to:
CREEM Closet, P.O. Box-1064, Birmingham, MI 48012

Check item and circle size:

A	☐ Boy Howdy Jersey—Black	(B 26) S M L XL	$9.00
	☐ Boy Howdy Jersey—Red	(B 25) S M L XL	$9.00
	☐ CREEM Baseball Hat—Black	(H 35)	$6.00
B	☐ Boy Howdy Tank-Top	(B 30) S M L XL	$7.00
	☐ Boy Howdy T-Shirt	(B 41) S M L XL	$7.00
	☐ Boy Howdy Shorts—Red Stripe	(S 33) S M L XL	$7.00
	☐ Boy Howdy Shorts—Blue Stripe	(S 34) S M L XL	$7.00
	☐ CREEM Headband—White	(G 37)	$4.00
C	☐ CREEM Black T-Shirt	(B 31) S M L XL	$8.00
	☐ CREEM Grey Jock-Shirt	(B 40) S M L XL	$8.00
D	☐ CREEM Grey V-Neck Sweatshirt	(F 15) S M L XL	$15.00
	☐ CREEM Matching Grey Sweatpants	(F 16) S M L XL	$17.00
	☐ Both of the above items		$30.00
	☐ CREEM Grey Shorts	(F 17) S M L XL	$9.00
E	☐ CREEM Baseball Jacket—White	(J 44) XS S M L	$30.00
	☐ CREEM Baseball Jacket—Black	(J 55) XS S M L	$30.00
F	☐ CREEM Bag	(D 36)	$10.00
	☐ CREEM Chemise Top—Black	(C 43) S M L	$7.00
G	☐ CREEM Chemise Top—White	(C 42) S M L	$7.00
H	☐ CREEM Inside-Out Sweatshirt	(B 28) S M L XL	$14.00

Add $1.50 per order for postage and handling.
Michigan residents add 4% sales tax.

TOTAL AMOUNT ENCLOSED $________

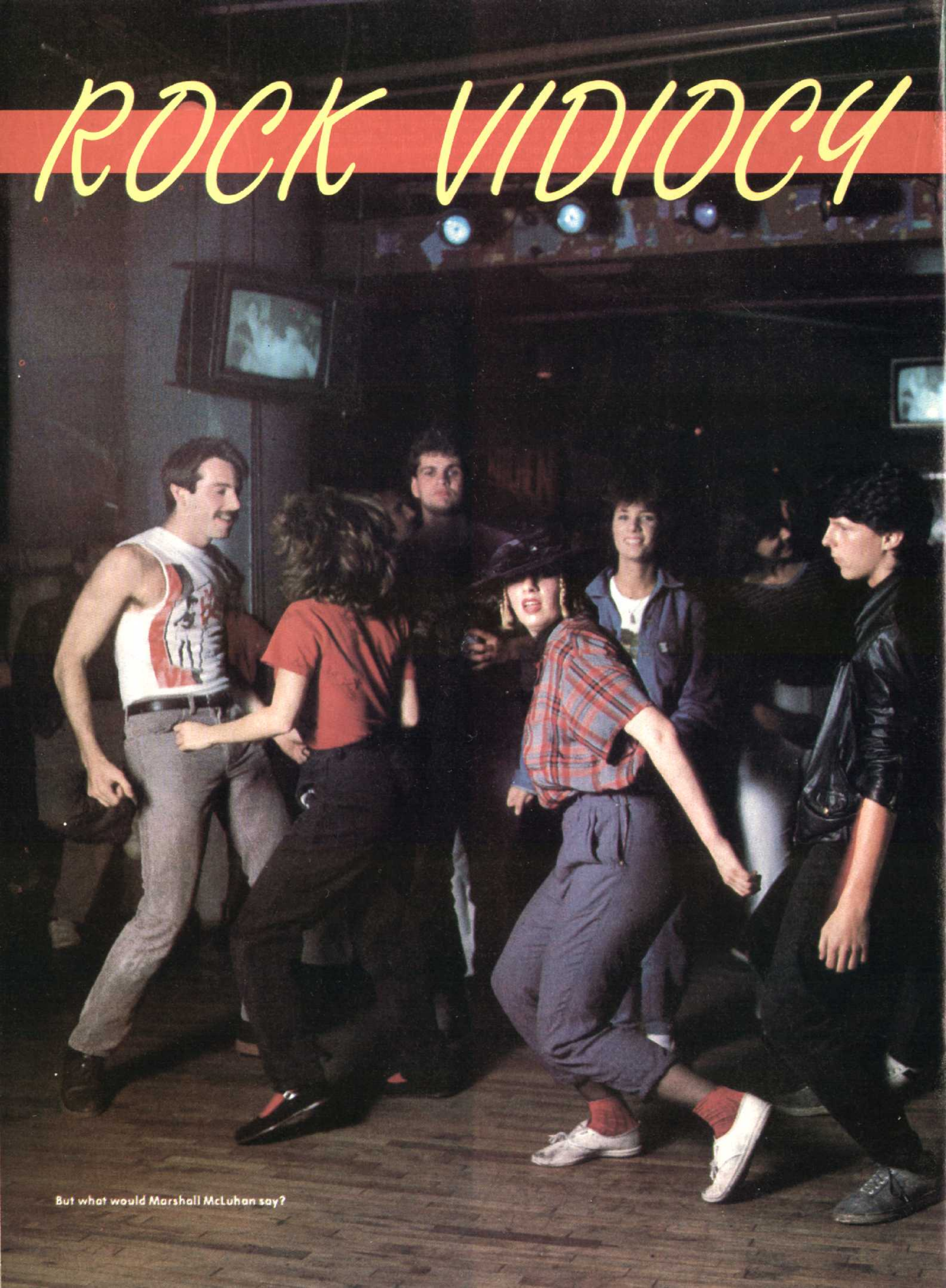
NAME ________

ADDRESS ________ CITY ________ STATE ________ ZIP ________

V-2-83

DO NOT SEND CASH. Allow 4-6 weeks for delivery.

ROCK VIDIOCY



But what would Marshall McLuhan say?

FORCED TO WATCH MTV!

BY DAVE DiMARTINO

The rapid acceptance of MTV throughout wired-up America proves three things. First, that there's Big Bucks at stake in the rock 'n' roll biz no matter what the record companies are sobbing about. Secondly, whoever gets on the bandwagon first with the most (which is what MTV has done) does best, at least initially. And, thirdly, most rock 'n' roll bands are made up of *morons*—which you probably already knew—and their videos are proving it faster than their records do.

Aside from the few intelligent bands who were video-conscious way back when—Blondie is high on the list—most groups have finally realized that there's a vast untapped audience out there in TV-land, in places where they can't afford to perform. And if these bands can't get their music played on America's horrendous FM "rock" stations, they can at least shoot for a video sufficiently clever enough to be cabled in to those places.

Which is exactly what's been happening. When enough retail stores in Smalltown, USA reported to the trades that they were selling a lot more Adam Ant, Missing Persons or Shoes albums than they were hearing on the radio, and when it was deduced that these same Smalltowns were wired in for MTV, Big Biz stepped in and was finally officially interested.

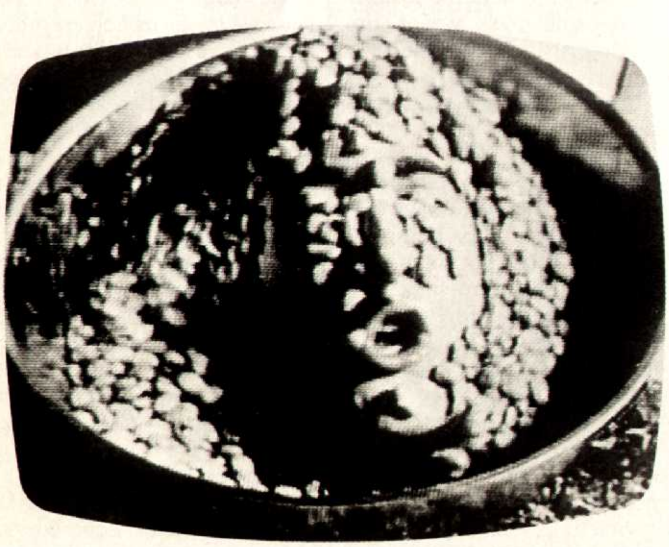
What's ironic about watching the major record companies' attempts to muscle in is the inescapable fact that their largest selling acts—and thus the newer acts they've groomed for stardom in the exact same image—are BOZOS, and if ever in a million years I might have wanted to buy an album by .38 Special, all I had to do was watch the awful video of "Caught Up In You" to be instantly cured. Nick Lowe once said you can't shine shit, and he should know.

To drive the point home to me even farther, I sat down and watched six consecutive hours of MTV programming recently and was amazed at what I saw. Bands I like (Squeeze) had disappointing videos ("Black Coffee In Bed"). People I don't like (Billy Joel) actually had pretty nifty ones ("Pressure"), and bands I don't care about one iota (Hughes-Thrall) (?) I care even less about. For all the "hip" complaining of how terrible

Lynn Goldsmith

Eddie Money's "Shakin' "—Only later would he realize the tremendous influence Mr. Weatherbee held.

Squeeze's "Black Coffee In Bed"—a good song and a boring video aren't the greatest combination.



Wall of Voodoo's "Mexican Radio"—pass that *Who Sell Out* cover; where's Ann Margret when we need her?

MTV's programming is, in Detroit at least, there's no FM station that'll touch Altered Images or Thomas Dolby, and in six hours I saw them, along with the Clash, Roxy Music, the Fixx, Duran Duran, Joe Jackson, Adam Ant, Peter Gabriel, Spandau Ballet, Bow Wow Wow and a whole bunch of other well known "wave" bands that AOR rarely touch, at this point. The format's still loose enough where they actually need video *filler*, and in the six hours I watched, promo videos of nobodies like Duke Jupiter, the Producers, the Tarney-Spencer Band and Randy Meisner certainly qualified.

As more videos are produced, of course, there'll be no more room for filler videos. Or, more importantly, *boring* ones, of which MTV now has more than its share. Do you think Hall & Oates' "Maneater" will be a hit solely on the basis of its ho-hum video? No way. It fills the need for a new video from Hall & Oates, and in a year or so that simply won't be enough. Not when there's better videos by David Bowie or Wall Of Voodoo to look at instead. And the opposite extreme is choreographer Toni Basil, so firmly entrenched in the video-is-all sentiment that her first record overseas was a video album, with its vinyl counterpart seemingly released as an afterthought. She needn't have bothered. It may look great, but it sounds like it can't be shined.

But is that the point? Does it even matter if the music is good? It might not—image has always been central to rock 'n' roll, which is why rock mags write more about the Stray Cats, the Clash and Go-Go's than about the Johnny Van Zant Band or Kansas. Rock Video will make the point that yes, the Go-Go's *are* an all-woman rock 'n' roll band, the Stray Cats *do* have tattoos, aren't they funny looking?—and Joe Strummer had better realize his new Mohawk haircut is *not* viewed as a temporary aberration as far as the new , MTV-cabled fans are concerned.

I remember, though, a friend of mine who once saw a Nina Hagen video at a Detroit club. He told me "it looked like she was in hell," thought it was great, but couldn't remember the name of the song. The implication was he could care less about the music but liked the pictures, which meant he'd happily *videotape* the tune if he could, but would never buy the record. Which I'm not too sure CBS Records would be thrilled about, though Toni Basil might give it a grin.

Anyway, so far I've spotted five approaches to making rock videos, each of varying success, depending on the artists involved:

1)EXCITING LIVE FOOTAGE—This is ultimately going to backfire on those bands dumb enough to think live clips are *all they need* in the rock-vid medium. I never had any opinion whatsoever about April Wine, for example, until I saw them perform on TV twice in one month. Not only are they *very ugly*—but *now*, I wouldn't blink an eye if they were suddenly run over by a fleet of Canadian busses. Bad move, guys.

2)OBVIOUSLY FAKED LIVE FOOTAGE—Take the Police running through "Don't Stand So Close To Me," the one where they're dressed like schoolteachers and cutely mouthing the words. As it happens, I *like* the band, so at least at first I found the video interesting. Unfortunately, by the third run or so I started to realize that the whole thing looked pretty shoddy and wasn't being taken seriously by anybody. If the joke wore thin for the Police, you think Styx has *any chance at all* when they pull the same stunt?

3)POSSIBLY RELATED, OBVIOUSLY FAKED FOOTAGE—I've watched the Fixx's "Stand Or Fall" video six or seven times and all I know is a) some horse keeps falling, b) some guy keeps looking at this picture of a woman and c) occasionally he starts singing to *nobody at all*. Plus, it looks like he's wearing a World War I outfit, which would be great if it made any sort of sense, but it doesn't. Reaction: huh?

4) ART PUT TO MUSIC—Most tastefully represented by Jim Rizzi's great "Genius Of Love" video by the Tom Tom

TV photos by Larry Kaplan

Club, this type of video shows style, class and a thorough understanding of the new rock-vid medium.

5) UTTER NONSENSE—Twice in six hours I watched Carlos Santana walk around a Mardi Gras while "Hold On" played in the background. If you want to ignore the fact that the lead singer is never seen during the entire proceeding even though his voice dominates the song more than his boss's guitar, or that Carlos Santana won't keep Richard Gere or Richard Dreyfuss out of work, can you deny that the entire video only lacks someone annoucing "It's *Miller* time!" when it's all over? Blech.

BEST

PETER GABRIEL: "Shock The Monkey"—Gabriel's flair for theatrics was evident since his Genesis days, but this vid absolutely takes the cake—it's totally stunning, right up there with David Bowie's "Ashes To Ashes." With an atmosphere that evokes *The Avengers*, that *Twilight Zone* voodoo episode you must remember and lots more, it's worth watching over and over.

THOMAS DOLBY: "Radio Silence"—Tastefully done, with a cameo appearance by friend Lene Lovich, this vid will probably generate Dolby a hell of a lot more record sales than Capitol Records has.

BILLY JOEL: "Pressure"—Though it's safe to say BJ is low on the list of charismatic personalities, this heavily *Poltergeist*-influenced vid is peculiar enough to belong in the permanent collection. It raises the point that a "bad" song can have a "good" video and thus be worth watching repeatedly. Only complaints: in one interlude, Billy Boy is a quiz show panelist and a computer screen gives out Personal Data about all three panelists. If BJ is such an egomaniac he's compelled to list his age as "29," you'd think he would've noticed his computer screen misspelled the word "INTERESTS" twice. Chalk up another 50 grand…

ADAM ANT: Goody Two Shoes"—Like him or not, his Antness thinks visually more often than not, which means his vids are always pretty hot. This one offers a bonus appearance of the restaurant owner from *Victor/Victoria* and Adam's own statement of sexual purpose. Simple, not confusing, and very effective.

PSYCHEDELIC FURS: "Love My Way"—Another one simply done, this is a tasteful presentation of the band performing amid a background of swirling clouds. Slightly anachronistic—if the Strawberry Alarm Clock had thought of it, they would've done it too—it gets points for not detracting from the song at all, and in fact complementing it superbly. Good stuff.

WORST

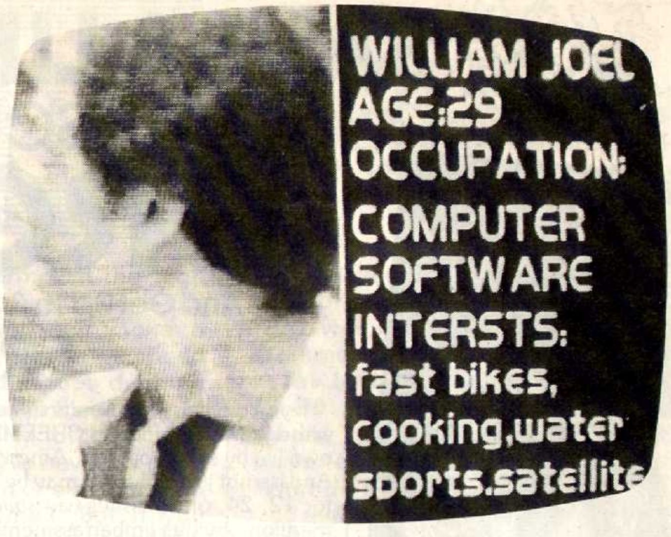
FLEETWOOD MAC: "Hold Me"—Very arty—the band is out there in the desert somewhere—but aside from offering Stevie Nicks a chance to fret about her newest chiffon skirt, it doesn't do much for anybody. A waste, and boring.

JOHNNY VAN ZANT: "It's You"—You could give these guys Beatle haircuts and this song would sound like the Raspberries; too bad the band *deserves* raspberries for being the ugliest critters in need of euthanasia in six whole hours of MTV programming. Unimaginative, dull, and Barfus Maximus.

EDDIE MONEY: "I Think I'm In Love" and **"Shakin"**—At first Eddie looks like Archie Andrews, but midway through "Shakin'," Eddie's "girl" suddenly looks like Vanessa Del Rio and Eddie himself could pass for a member of the Beagle Boys, if he'd only keep his *cheeks* full…

TRIUMPH: "Magic Power"—I suppose if you liked Triumph, this might be good. But I don't.

CROSBY, STILLS & NASH: "Southern Cross"—Aside from the fact that this is the worst song they've ever done, this video stinks because a) it's another reason for rapidly-balding Steve Stills to wear a hat and b) I don't like big sailboats. And someone tell Crosby to lay off the *fruit pies*… ■



Billy Joel's "Pressure"—The name of his next album? *Sleeping Thru Spelling.*

Peter Gabriel's "Shock The Monkey"—The best video of the bunch, and we want more…

Adam Ant's "Goody Two Shoes"—why do their mothers all dress them so funny?

SAVE A LIFE TODAY!

SAVE UP TO $32.20 OVER NEWSSTAND PRICE!

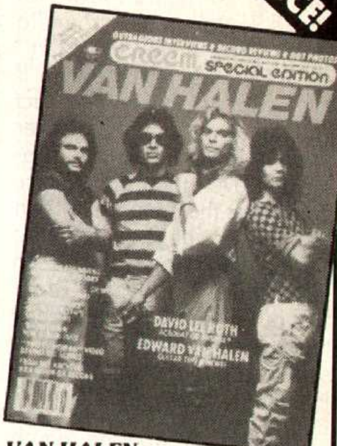
SUBSCRIBE TO CREEM®

And Get Up To 3 SPECIAL EDITIONS FREE!

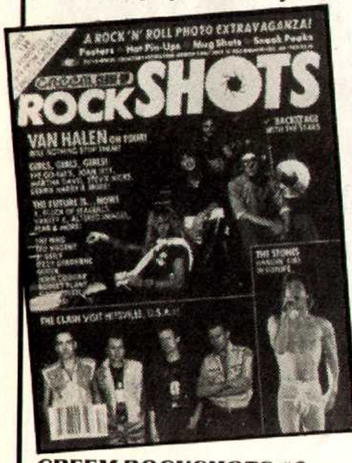
LED ZEPPELIN CLOSE-UP
A revised edition of CREEM's most popular special on the world's most popular heavy metal band!
Candid Conversations with Page & Plant • 35 Color Photos • Posters & Reviews • Complete Discography & History

If you really love rock 'n' roll, how can you possibly go on existing without a subscription to CREEM? Here's your chance to save your own life by subscribing to "America's Only Rock 'n' Roll Magazine." And it's not just a life you may be saving—a subscription to CREEM for 12, 24, or 36 issues can *save you as much as $32.20* (not to mention obvious embarrassment!!) from the newsstand price. And that's not all! Just because Boy Howdy! is such a cool guy, he'll send you a free bonus Special Edition (or even three of them)! You can choose from an assortment of CREEM Special Editions, any one of which you shouldn't and wouldn't want to be without. If you want, you can buy 'em separately—check out the order form below. So what are you waiting for? Clip out the handy form below and mail it today. Do it before it's too late!!!

Send for other CREEM SPECIAL EDITIONS. Also available: THE POLICE, THE DOORS, SMASH ROCK HITMAKERS OF 1981, ROCKSHOTS #1, ROCKSHOTS #2, and GUITAR HEROES OF ROCK 'N' ROLL!

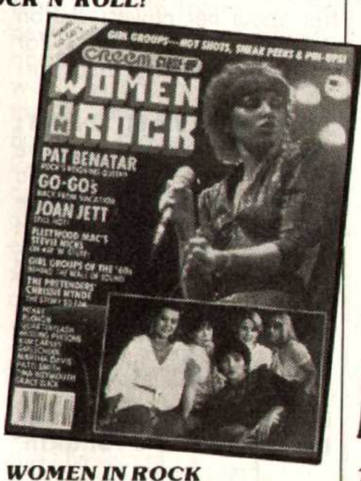


VAN HALEN SPECIAL EDITION
A CREEM look at today's most popular and controversial heavy metal unit!
David Lee Roth Interviews! Eddie Van Halen On Guitars! Complete History! David Lee's Fashion Report! Record Reviews! Posters!

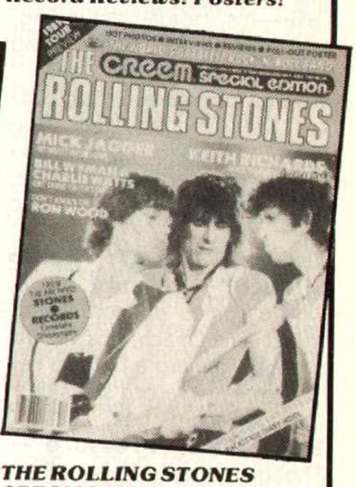


CREEM ROCKSHOTS #3
Yet another CREEM pictorial bonanza, featuring the greatest rock 'n' roll acts of today!
Van Halen On Tour! The Clash Visit Hitsville, U.S.A.! The Stones In Europe! J.Geils! The Who! Posters, Pinups & More!

THE BEST OF CREEM HEAVY METAL
A spectacular close-up on the music that screams!
Led Zep • Van Halen • Queen Rush • AC/DC POSTER Jam-packed with color photos! A Heavy Metal Discography! And More!



WOMEN IN ROCK
It's the trend for the '80s… and the pictures aren't bad either!
Interviews with Stevie Nicks, Chrissie Hynde, Joan Jett, Pat Benatar, Go-Go's, Plus Girl Groups of the '60s, & Hot Pictures!



THE ROLLING STONES SPECIAL EDITION
America's Only Rock Rag looks at the World's Greatest Rock Band.
Interviews with each Stone! Backstage with the boys! Full color poster! Record Reviews! Complete Discography!

Subscribe to CREEM! You can't *Live* Without It!

CREEM SPECIAL EDITIONS ONLY!
Send check or money order to:
CREEM, P.O. BOX-1064, Birmingham, MI 48012

☐ LED ZEPPELIN
☐ WOMEN IN ROCK
☐ THE POLICE
☐ VAN HALEN
☐ ROLLING STONES
☐ GUITAR HEROES
☐ SMASH HITMAKERS
☐ THE DOORS
☐ HEAVY METAL
☐ ROCKSHOTS #1
☐ ROCKSHOTS #2
☐ ROCKSHOTS #3

Enclose $2.95 for each copy plus $1.50 per order for postage & handling. DO NOT SEND CASH.
Total Enclosed $ ______

NAME PLEASE PRINT
ADDRESS
CITY STATE V-2-83 ZIP
Allow 4 weeks for delivery.

©Copyright 1982 CREEM Magazine Inc.

SUBSCRIBE NOW! GET CREEM FOR AS LITTLE AS $1.06 A COPY!
Send check or money order to: **CREEM**, 120 Brighton Rd., Clifton, NJ 07012
☐ 36 issues for $38 & 3 **SPECIAL EDITIONS*** ($79.05 Value!) ☐ Foreign** $50
☐ 24 issues for $30 & 2 **SPECIAL EDITIONS*** ($52.70 Value!) ☐ Foreign** $38
☐ 12 issues for $19 & 1 **SPECIAL EDITION*** ($26.35 Value!) ☐ Foreign** $23
☐ This is a renewal or extension. Send old label.

Check Special Edition Selection: ☐LED ZEPPELIN ☐WOMEN IN ROCK ☐THE POLICE ☐VAN HALEN ☐ROLLING STONES ☐GUITAR HEROES ☐SMASH HITMAKERS ☐THE DOORS ☐HEAVY METAL ☐ROCKSHOTS #1 ☐ROCKSHOTS #2 ☐ROCKSHOTS #3

TOTAL ENCLOSED $ ______ DO NOT SEND CASH.

NAME PLEASE PRINT
ADDRESS APT NO.
CITY STATE 506 ZIP

* Special Edition offer applies to U.S. only. ** Foreign rates apply everywhere outside the U.S. & Possessions.

CAPT. VIDEO

I have an Atari Video Game System, my best friend has an Intellivision System. He says that while most game carts are made for either one system or the other, there are some that will play on either system. He's usually wrong about everything else, could he be right about this?

—Alex Lee, Memphis, TN

•Your friend is about one-third right. There are no actual game carts that can plug into both the Intellivision and Atari home game systems. But there are some games that are available for both systems on their respective cartridge configurations. For instance, Coleco makes two versions for Donkey Kong, one for the Intellivision computer, the other for Atari. Like VHS and Beta in the video tape field, the video game manufacturers have created their own standardizations, which means that your favorite home game and your favorite home machine may not be compatible.

Several years ago I bought a Sony Betamax SL-7200 video tape recorder. I want to buy a new Betamax machine, but want to make sure that I can still play back my Beta I tapes on the new machine. Is this possible?

—John Simpson, Brooklyn, NY

•Most new Betamax machines will play back Beta I tapes, none of them will record in the Beta I mode. Both the Sony SL-5100 and SL-2500 will play Beta I, II and III recording speeds. The Sony SL-5000 will *not* play back Beta I. If you have any doubts about the ability of the new machine to play back Beta I, bring in one of your old tapes to the store and check to see that it plays before you buy.

I listen to most of my music on audio cassettes. Recently I've seen some new cassette recorders with two cassette decks built-in and a "high speed dubbing" mode. Does this work?

—Carol Anderson, Santa Monica, CA

•Sure it works, everything the Japanese make works for at least a week after you buy it. High speed dubbing in these cassette machines isn't really "high" speed, by the way. What it usually means is that the machine will make cassette copies twice as fast as normal in the high speed mode. So if you have a 60-minute cassette, you can make a copy in 30 minutes. Real high speed machines, as found in tape dubbing studios, make copies in three or four minutes. The quality of any high speed cassette copy is never as good as a copy made from one machine to another in "real time." But if you play high speed copies on portable cassette players, you'll most likely never notice the difference.

When I bought my Sony Walkman II, the man at the store said I could play it through my stereo system. How do I go about doing that?

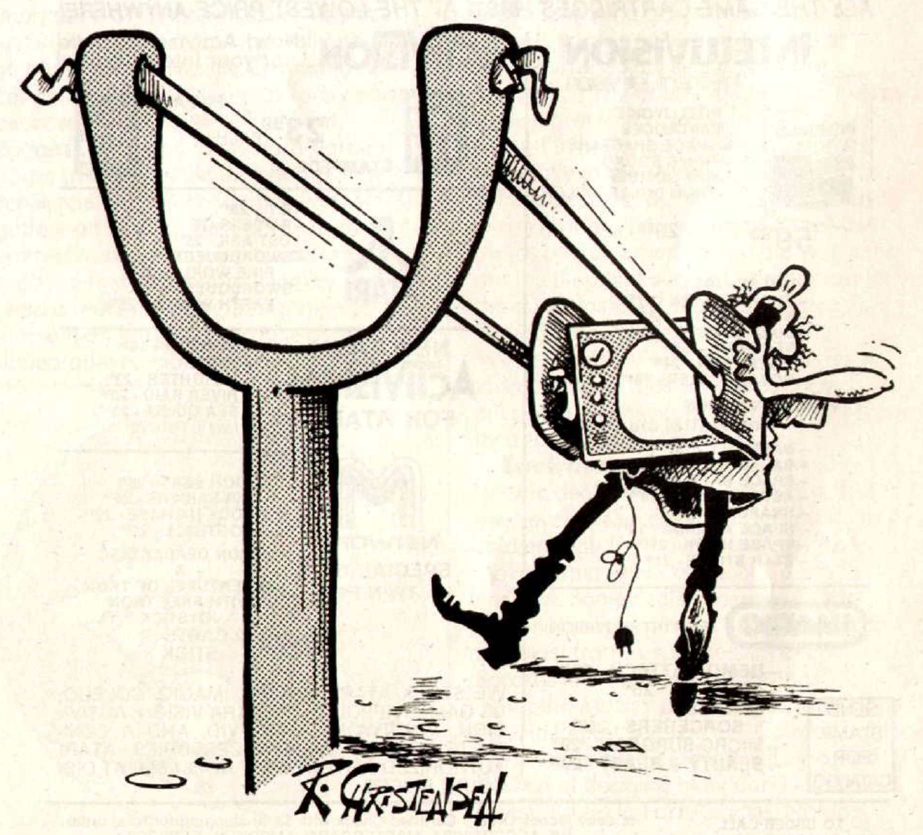
—John Jacowski, Maitland, FL

•All you need to play tapes on your Walkman, or any other cassette portable, through your stereo is the proper connecting cable. In the case of the Walkman II, you'll need a cable with a stereo mini-plug on one end and two RCA phono plugs on the other end (assuming your stereo has phono plug inputs). Be sure that you plug the red phono plug into the right input and the other into the left input so that the stereo image is correct. You may have to check several stores before you find this cable, but it is available at most well-stocked electronic stores. By the way, you'll find that the Walkman II sound through a stereo system is quite good. If by any chance you get a hum when playing tapes through this set-up, it's either because you're using the AC adaptor or you haven't set it up right. The hum will go away if you use the Walkman on batteries.

The batteries ran out on my Casio CA-90 digital watch. The store where I bought it doesn't replace batteries in the watches they sell. What do I do now?

—Robert Holmes, New York, NY

•Throw the watch away and buy a new one. At least that's what I had to do with my last Casio. This is a real problem that some consumer group, or the Federal government, or somebody should follow up on. If you spend enough time searching around you will probably find someone with the machine (yup, machine) to replace the watch batteries. That is, if they know how to do it right. I once spent a good deal of time trying to get a new battery for my Casio, including calling the Casio company (not at all helpful), finally found somebody to replace the battery, they did it, and presto, the watch wasn't working at all three



days later. This, I think, is why Timex is still in business.

I want to make copies from one VHS video recorder to another. The video in and out posts on both machines look like normal phono inputs/outputs on my stereo, can I use a regular phono to phono cable to interconnect the two video recorders?

—Alan Dawson, Lenox, MA

•You could, but the picture will not be very good on the copy. Even though the input and output terminals are phonos on many VHS machines, you need a special dubbing cable to ensure that the picture doesn't fall apart as you make copies. These cables are shielded and of the proper ohmage to ensure that the video signal is carried from machine A to machine B. They only cost a few dollars and can be purchased at most video stores. If you can't get the cables, you can make copies by going out of machine A on the coaxial cable output that normally goes from the machine to the TV set and instead of plugging that output into the VHF in of your TV set plug it into the VHF in of the second machine. The picture won't be quite as good on the copy as if you went video to video from machine, but in most cases you won't be able to tell the difference.

My dad is thinking of buying a home computer. I'd be happier if he'd get a video system, but he says that video games are available for most home computers. What do you think?

—M. Wickman, Derby, PA

•I'd rather have a home computer than a video game system any day. But your dad isn't exactly right. While most home computer companies do offer some video games for their computers, the games are not necessarily going to be terrific. It depends on what computer he buys. If he gets the Atari 800 for instance, you can plan on being able to get a wide array of games, including many of your arcade favorites. If he's spending big bucks and getting an Apple, you'll find that there are really complex, slightly incredible games that will dump into the Apple. If, on the other hand, he gets a Timex/Sinclair or Vic Commodor, the games available aren't all that many. But frankly, once you've got a computer on-line in your house, you'll find that game playing isn't half the fun of a computer, and that you'll spend more time working out programs for the computer. So I'd say your dad is making the right choice.

What's the difference between having a disc drive or a cassette recorder for information storage with a home computer?

—Marcia Wiseman, Detroit, MI

•A disc drive holds more information and works faster than a cassette storage system. But keep in mind that the memory capacity of the computer itself can only handle 8K or 16K of memory; it doesn't matter if the disc drive can handle 64K. But if you have a choice when getting a computer system, you'll find that a disc drive (or actually *two* of them, ideally) is going to give you much more flexibility. Many home computer systems can function with either a disc drive or cassette recorder, and it's possible to upgrade from the cassette to the disc when you can afford it by buying an add-on disc drive. Check the specs on any home computer before you buy.

I see ads for new color TV sets that claim to have "105 channels—cable ready." Does this mean I won't need my cable box and that I'll be able to get the Home Box Office channel without the cable box?

—Richard Manno, Hartford, CT

•Sorry, but no free movies. The new generation of "cable ready" TVs will eliminate the need for the cable box on all channels except for the scrambled pay channels like HBO, Cinemax, or Showtime. These channels still require the decoding circuits found inside the cable control box.

I keep seeing ads for "stereo" TV. Is there such a thing?

—Jennifer Gatson, Dallas, TX

•Yes and no—how's that for an answer? Some cable channels now offer stereo sound, such as The Movie Channel and MTV. But in order to get the stereo sound your cable company has to install a special output at your cable box which then goes to your stereo FM tuner, where you tune in the stereo sound and play it through your FM stereo system like it was another FM stereo radio station. By the way, there are also some VHS video recorders that can record in stereo sound, so if you have the stereo movie or music channel on your cable and a stereo VHS you can record video with stereo sound for later playback through your TV set and hi-fi system.

Got a headache? Or just a question about timely technology? Either way, we may be able to help. Just write CAPT. VIDIOT, c/o VIDIOT, 187 S. Woodward Avenue, Birmingham, Michigan 48011, and we'll see what we can do. ■

ALL ORDERS
SHIPPED FROM STOCK
WITHIN 24 HOURS

VIDEO HEAVEN, INC.

NEW
TITLES
DAILY

*ALL THE GAME CARTRIDGES **FIRST!** AT THE LOWEST PRICE **ANYWHERE!***

INTELLIVISION®
Intelligent Television

INTELLIVOICE

59^{95}

INTELLIVOICE
CARTRIDGES
—SPACE SPARTANS
—BOMB SQUAD
—B-17 BOMBER
—TRON SOLAR SAILOR

29^{95} EACH

—CHESS · 39^{95}
—SHARK, SHARK · 17^{95}
—SHARP SHOT · 15^{95}
—BUZZ BOMBER · 25^{95}
—VECTRON · 25^{95}
—MAZA-TRON · 24^{50}
—ROYAL DEALER · 16^{95}

New low prices on Mattel classics

—BASEBALL · 19^{95}
—BASKETBALL · 19^{95}
—SPACE BATTLE · 19^{95}
—ASTRO SMASH · 19^{95}
—SNAFU · 19^{95}
—SPACE ARMADA · 19^{95}
—SPACE HAWK · 21^{95}
—STAR STRIKE · 21^{95}

IMAGIC (FOR INTELLIVISION)

—DEMON ATTACK · 25^{95}
—ATLANTIS · 25^{95}
—SWORDS & SORCERERS · 25^{95}
—MICRO-SURGEON · 29^{95}
—BEAUTY & BEAST · 29^{95}

SEND
STAMP
FOR
CATALOG

ACTIVISION™ Now! Activision® made for your Intellivision® !

STAMPEDE
PITFALL
23^{50} EACH

ATARI

—E.T. · 28^{95}
—RAIDERS OF LOST ARK · 25^{95}
—SWORDQUEST · FIRE WORLD · 25^{95}
—SWORDQUEST · EARTH WORLD · 25^{95}

NEW FROM
ACTIVISION™
FOR ATARI

—SKY JINX · 16^{95}
—SPIDER FIGHTER · 23^{50}
—RIVER RAID · 23^{50}
—SEA QUEST · 23^{50}
(avail. Feb. 25)

M NETWORK

—HIGH SEAS · 28^{95}
—AIR-RAIDERS · 24^{95}
—LOCK-N-CHASE · 22^{95}
—FOOTBALL · 21^{95}

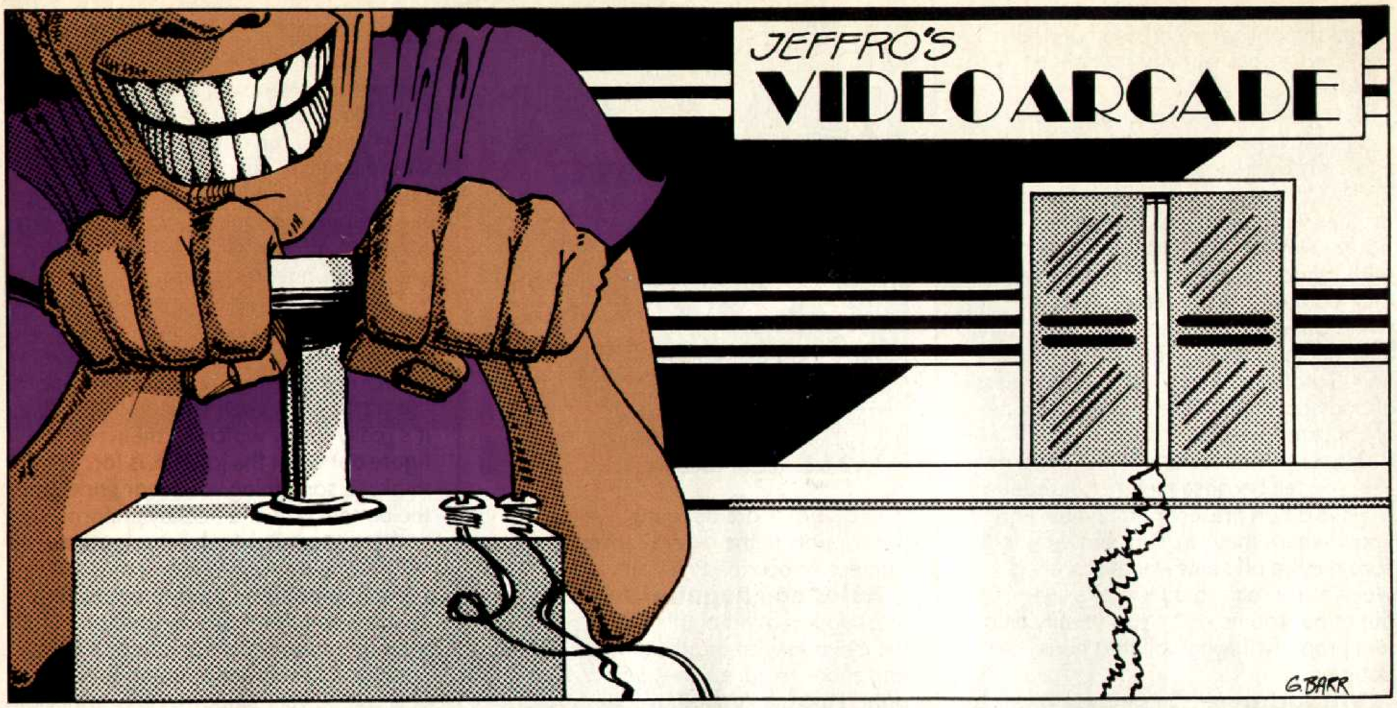
SPECIAL TRON
TWIN PAK

TRON DEADLY DISC
&
ADVENTURES OF TRON
WITH FREE TRON
JOYSTICK
46^{95} 2 CARTS + STICK

WE STOCK ATARI, MATTEL, IMAGIC, COLECO, US GAMES APPOLLO, SPECTRA VISION, ACTIVISION, M-NETWORK, COMA-VID, AND A COMPLETE LINE OF GAME ACCESSORIES. ATARI AUTHORIZED SERVICE NOW AVAILABLE AT DISCOUNT PRICES.

TO ORDER CALL
1-800-253-0164
(in MICHIGAN 616-335-5056)

or send Money Order / Certified Check with $2.00 shipping for total order.
WE ACCEPT VISA, MASTERCARD, AMERICAN EXPRESS
P.O. Box 144-C HOLLAND, MICHIGAN 49423



Why I HATE Arcades

BY JOHN RICHARDSON

I love video games, I really do. I used to love raccoons more, but what can I say? The times are...uh...getting more differenter, as Bobby Dylan once sang.

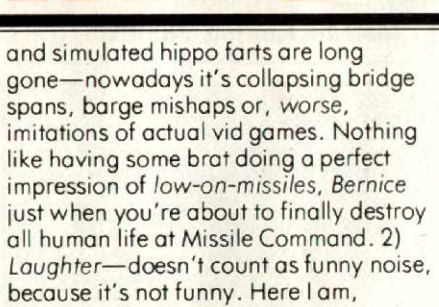
The only thing wrong with vid games is vid arcades. They're the only place to try the newest games or decide if you want to plunk down 35 smackers on that just-came-out cartridge. But for some of us, they are *doom*.

Probably, it's just old fuddy-duddies (yes, fuddy-duddies) like me who can't take the heat and don't even know where the kitchen is. And don't care.

Do you? *So what* if you don't. Are you all commies or what? Too busy whipping that poor ape, I bet. Put down the banana substitute for a second and check out these misanthropic babblings, will ya? Then you can help us figure out a way to *get rid of this guy*, OK?

Why do I hate video arcades?

Kids—A recently released national crime report stated that 100 American children are reported missing every day. I'd be willing to wager at least 99 of 'em achieved the status of "missing" by getting wise in video arcades. How do they deserve death? Let us count the ways: 1) *Funny Noises*—where they think up these charming sounds, I can't imagine. The old days of Bronx cheers and simulated hippo farts are long gone—nowadays it's collapsing bridge spans, barge mishaps or, *worse*, imitations of actual vid games. Nothing like having some brat doing a perfect impression of *low-on-missiles, Bernice* just when you're about to finally destroy all human life at Missile Command. 2) *Laughter*—doesn't count as funny noise, because it's not funny. Here I am, doggedly plunking in my hard-earned porno quarters while they gather in a semicircle behind me to titter (yes, titter), guffaw and fall on the floor in hysterical lamb-climaxes at my foolish attempt to grab the first hammer on Donkey Kong. If I had a *real* hammer...3) *Staring*—even worse than laughing because of the unbearable tension it produces. I understand how tuff 'n' all it's been for them, being raised by television, cruel world, etc., etc., but it's not *my* fault they were born. Well, *most* of 'em. 4) *Pranks*—I thought getting a hotfoot was pretty funny the first 47 times, but the famous garden hose and firecrackers incident ruined my sense of humor forever. 5) *The Bitter Nudge*—too twerpy to be a prank, too woos to spell aggro. Now, I'm pretty good with my elbows, especially at the starting gate of church rummage sales. But how do you compete with Wonder Years weens who tell their Moms on you when all you did was yank out the plug and suggest another use for the outlet instead? 6) *Just Listening To Their Stupid, Obnoxious Squirrelly Voices*—as they whine about the tragic misfortunes of their little lives—like missing a wheelie and getting snarfed up by a county leafsucker truck.



Environment—Here's a true no-win deal. Arcades are either so hot your eyeballs sweat when you blink, or cold enough for Adlai Stevenson to make stupid remarks about Cuban missiles. Some sadistic owners like to pipe in the ugliest music they can locate, full-blast from suspended speakers. Records like The Somerset Strings' delightful *Music For Ironing* or tape loops of "Fin Repair Sequence." Colored lights are another biggie. I mean, if I wanted the feel of dodging blow darts in a rain forest, I'd go to Fort Apache. Not to

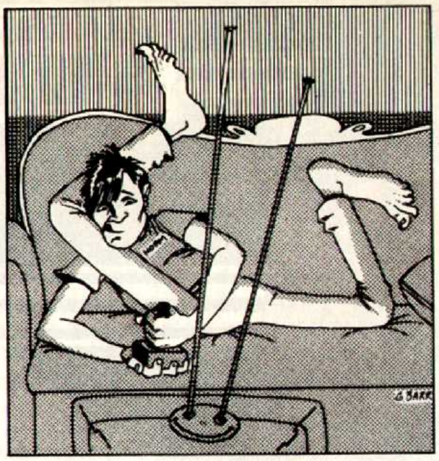
cartoons by Glenn Barr

forget the obligatory busted barstools that create pass-out vibes when wobbled.

Attendants—This strange and incredible breed is related to the human race only by rumor. What most of 'em are is a bunch of *rejects*. They live in one disgusting room in a crumbling boarding house owned by probable transsexuals with tattoos of rubber gloves all over their bodies. The only color in their white-on-white complexion comes from their personal putting greens of nose hair. Totally flunked shaving, regardless of body part. Will never remind anyone of Lola staddling a bat rack.

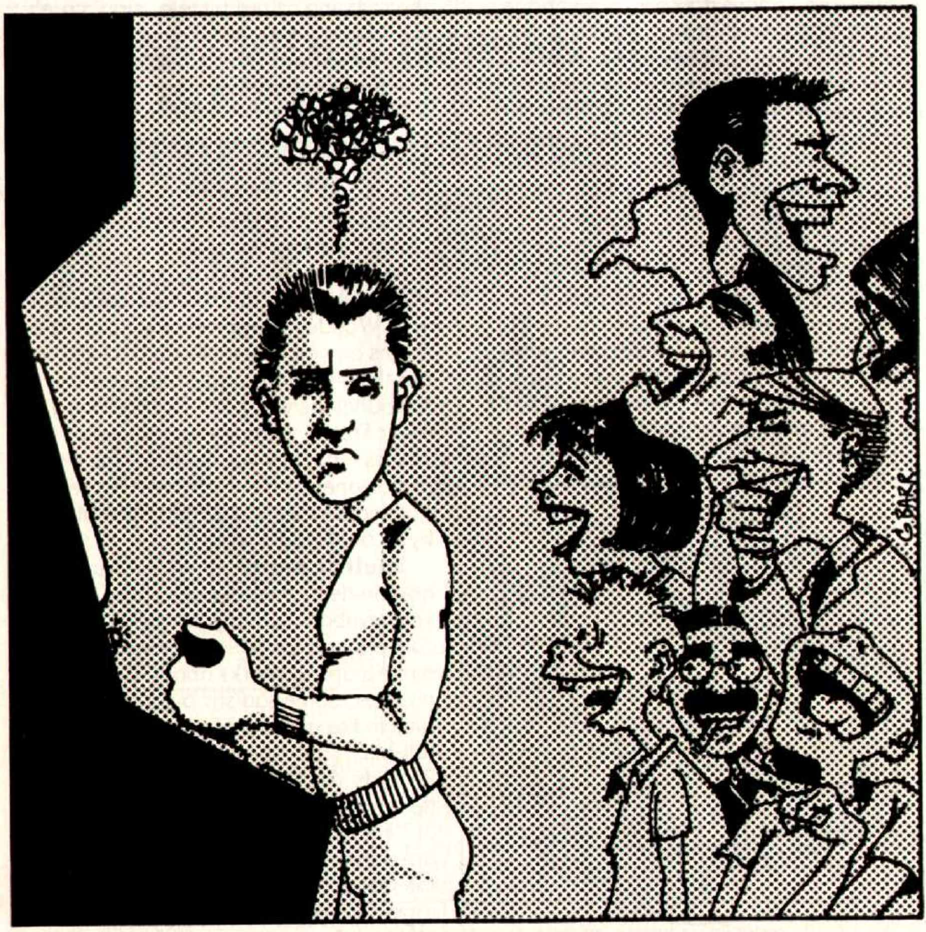
Nuns—Arcades are not jet airplanes. You can tell because they're not required to have a nun present at all times. I don't know where they're all at, but I'm pretty sure they're off somewhere scanning weenies for razor blades. Let's keep 'em out of our rooms—you can't really elbow 'em properly through all that nun-padding.

Vid Jockeys—I'm sure you're familiar with this type—the kind of instantly-offended prima-hotshot you wish had never returned from Viet Nam. He needs a flagpole warehouse for all his fancy footwork and choreography. Often, no part of his body touches the machine *or* the floor. You need elbow pads just to play next to him, if you *dare*. The last couple of players who interfered with his game are now unwilling participants in the federal government's Witness Relocation Program.



Rules and Regulations—The most aggravating of all arcade quirks is the inevitable list of official rules. *Shirt and shoes required*, they say. Yeah, right. I always rub my sweaty chest on Tron for the Gaylord Perry Effect. *No abusing games*. Hey, I don't wanna go blind! Some are extra stupid. *No loitering*. Hell, don't they know playing these games is just *expensive* loitering? *No garbage on floor*. Yes there is! And coming soon: *No bleaching or dying in machines*.

Malfunctioning Games—I've had a neurotic fear of busted games ever since I ran into an Asteroids machine where the meteors and space itself were reversed. Very unnerving. What do you do when you run into a baseball game where you can't even hit an inside-the-park single? Kick it? Better not do it when the attendant is looking, if you ever want to use your fingers for anything besides beating laundry on a rock.



Canadians—It's not nice to make fun of these poor unfortunates. After all, as Ward once told June, "You've got to realize there're such things as Gilberts in the world." You have to admit, though, it's really funny watching them try to figure out what the joystick is for. They think it's something you wear underneath the bottom half of a hockey uniform.

Accustomed to home games—This one's simple—I can't play standing up. I'm so used to scrunching my body into fetal boa constrictor position on my sofa that when I'm at an arcade, my body keeps trying to squat. This can be very embarrassing, especially if you're in the habit of playing hand held games in the john and you forget you're in public.

Personal—I have this uh, "problem" that I haven't told the furnace repairman or even my druggist about. It's this: being an old-timer, I got one of the eight ounce bladders they were giving out way back before the 12-ounce can was born. Worse yet, I love all carbonated beverages equally and with undying devotion. Anyway, the vast majority of arcades have facilities for such questions of energy exchange, but let me say to the few that don't: excitement causes accidents a one-mop shop should avoid.

Carry Over—The dreaded C.O. effect is a vidgame menace that's received little press. Ever come out after a gruelling afternoon of Frogger, then get into your car and try to jump the first lady frog you see? Not only is this dangerous, but in real life, you *don't get points*.

Better Places To Play—at least ten: bars, bowling alleys, taverns, gas stations, establishments where alcoholic beverages are served, police line-ups, liquor stores and Ben Pupko's House Of Bedspreads.

Food and Refreshments—You can't win on this subject. Some places, they'll stone you with the bleached skulls of players unfortunate enough to rack up 18 hours without a break if they so much as spot a Sen. Other places, there're so many cherry, tea and tough tobacco stains, you need a case of Efferdent before it's safe to touch the coin slot. What does a sticky joystick suggest to you, anyway?

"John Richardson" is the pen name of a former Illinois-based media critic who prefers to remain anonymous due to, in his words, "fear of high places." ■

Cartoons by Glenn Barr

MIDWAY
Bally
MAN
VIDIOT
THE MAGAZINE OF VIDEO GAME LUNACY!
MOVE

SHE'S A *VIDIOT*...

...AND SHE'S GOT NEWS FOR YOU! It seems our lovely arcade ace was in a real dither! She just couldn't find an item of wearing apparel classy enough to make a splash at her favorite spot. But now, with a new VIDIOT T-shirt, she's got the other players gripping their joysticks with envy!

Now you too can turn every head when you make a grand entrance in the VIDIOT T-shirt of your choice. Just fill in the handy coupon below and send us a check or money order today!

Send check or money order to:
VIDIOT T-Shirts, P.O. Box P-1064
Birmingham, MI 48012

Circle size: S M L XL

Enclose $7.00 for each plus $1.50 postage & handling per order.

Total enclosed $ ____________

Name ____

Address ____

City ____________________ State ____________ Zip ____________

Michigan Residents add 4% sales tax.

V-2-83

GAME'S OVER!

We hope you liked this edition of VIDIOT—there's lots more where this came from and even more places to go. But don't forget—we need your input for our output. Not to mention your quarters. Come back next time; you'll be surprised.

photo by Roger Ressmeyer

Perfect programming

ONKYO
OPT-SENSING CARTRIDGE
POWER
ONKYO
DIRECT DRIVE RANDOM SEARCH TURNTABLE CP-1028R
1 2513342
REPEAT
PROGRAM IND.

When the band lets you down, the CP-1028R won't.

It's too bad that most albums today contain certain tunes that just don't measure up to the others. Fortunately though, there's the CP-1028R turntable.

Our special microcomputer lets you program up to nine cuts, in any order you want, while an optoelectronic sensor in the cartridge quickly and accurately locates the selected bands. You can even repeat a cut as many times as you like.

But, what makes the CP-1028R a truly remarkable turntable is what you get in addition to its programming. A straight Low Mass tonearm (a concept Onkyo developed first). Servo-controlled direct drive motor for outstanding rotational accuracy and stability. High Compliance Dual Magnet cartridge. All adding up to specs that rank this turntable among the best in the industry.

If you're tired of always getting up because the band lets you down, try the Onkyo CP-1028R. Perfect programming will make for perfect listening.

ONKYO® 200 Williams Drive, Ramsey, NJ 07446

Nobody knows more about audio than Onkyo.®

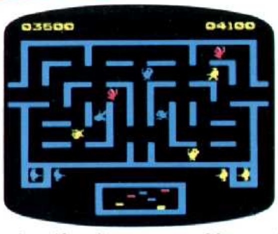
Are you up to the challenge of Wizard of Wor™ and Gorf?®

So you're hot stuff at video games? Joysticks melt in your hand? Don't let it go to your head. Try mastering Wizard of Wor and Gorf, the two Bally/Midway arcade hits you can now play at home. They're new from CBS Video Games.

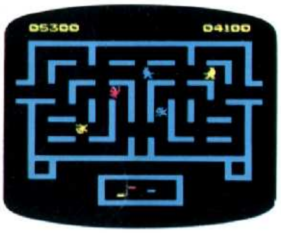
Both are made for the Atari® Video Computer System™ and Sears® Video Arcade.™

WIZARD OF WOR

Dare you enter the Wizard's diabolic dungeon where doom lurks at every turn? Can you keep your composure as the Wizard's henchmen try eating you... ALIVE? Fight back. Use your radar screen.



Vaporize the Burwors. Chase the Worluk.



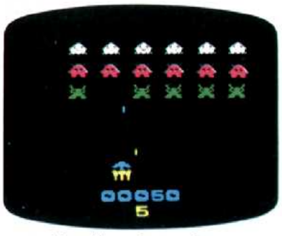
Until the Ultimate: The sometime-visible/sometime-invisible Wizard. Trust no one.

Wizard is designed so two may play at the same time. And since all's fair in Wor, even your best friend can zap you.

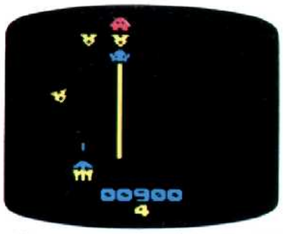
Now we don't want you to freak out totally, but if you're still up to the challenge, top the all-time, high score: 99,500 by Frank Merollo (10/82) and Buz Pryzby (8/82).

GORF

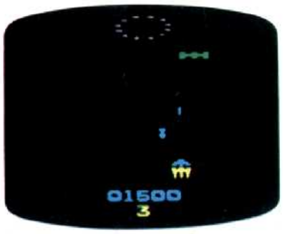
Can you hold up under the challenge of four different boards in one game? At nine different levels? Try and beat the high score of 32,700 by Horace Eckerstrom (9/82). No sweat? Well, what if we told you each level was faster than the last? Next time you'll think before you speak. But now you must face:



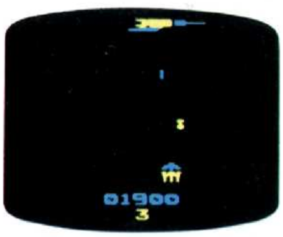
Gorfian bombs.



Kamikaze crazies & Laser Ships.



Deadly Subquark Torpedoes.



And finally: The dreaded Neutron Flagship.

Gorf's not easy. There's only ONE vulnerable spot on the Flagship. But don't let a little neutronium bomb stop you from hitting it.

GORF
WIZARD OF WOR
CBS Video Games
CBS Video Games

Now that you know what to expect, are you still up to the challenge of Wizard and Gorf?

© 1982 CBS Inc. "Sears" and "Sears Video Arcade" are trademarks of Sears Roebuck and Co. "Atari" and "Atari Video Computer System" are trademarks of Atari, Inc. "Gorf" and "Wizard of Wor" are registered trademarks of Bally/Midway Mfg. Co.

CBS Video Games

Are you up to the challenge?